# MEN OF BRONZE

## Ancient Greek Hoplite Battles

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# First Principles

Welcome to *Men of Bronze*.

In these pages you will find a game that allows you to play-out Classical Greek hoplite battles on the table top. You will be a *Strategos* leading a phalanx of bronze-clad warriors. On the battlefields of Classical Greece awaits fame, glory, and the honor of your city-state. However, to win such treasures requires you to battle other *Strategoi* to prove your mettle and display your valor.

Within this volume you will find all the rules you will need to play *Men of Bronze*. At first, the number of rules and variables may look daunting. However, the basic rules are only a handful of pages, with additional optional rules included to add depth to your games. Read the basic rules first and then play a few games. When you are ready, feel free to add the more advanced rules. Don't be afraid to look-up rules as you go.

As you move through this book, you will also find additional information about the historical world of Greek hoplite battles. This is full of useful information to add color to your fighting season. This is all to help you understand the world of the Greek hoplite and the battles they fought between the various city-states.

Every hoplite army that comes to the Fields of Ares can be unique. Each will have its own unique mix of models, rules, advantages, background, and abilities. It is up to you, as the *Strategos* to understand and appreciate the strengths and weakness of your Greek brothers. Then, you can best use them to advantage to win glory in the field. Of course, there is no telling what tricks your rival *Strategoi* will have up their tunic sleeves. Good luck and have fun.

# What You Need to Play

In order to get started playing *Men of Bronze* you will need the following things:

- Six-sided dice, the more the merrier.
- A measuring device of some type such as a ruler or tape measure.
- Models or templates to represent your hoplite warriors.
- A flat play area 2' x 2' or larger to represent the battlefield.
- Terrain as needed for the battlefield.

## Dice

*Men of Bronze* will use variations of six-sided dice. The dice is simply a random number generator used to help determine the outcome of various actions during the contest. A single die will be referred to as a d6.

There will be times when you will need to roll more than a single die at one time. This will be indicated by a number followed by the type of dice to be rolled. It will be expressed like this:

- 2d6 = roll two six-sided dice
- 5d6 = roll five six-sided dice.

There will be other variables for die rolls listed below for reference:

- 1d3 = roll a single six-sided die. The 1–2 = 1, 3–4 = 2, and 5–6 = 3.

When using a single d6, a roll of 6 is always a success. A roll of 1 is always a failure. Modifiers do not matter.

## Scale

Many tabletop miniature games have a strict scaling system. This is often expressed in a ration like 1/72nd or 1/48th. Essentially, in such a system 1 inch is equal to X number of feet. This is a direct reference that can be applied to ground scale, distance, etc.

Two lines of hoplites engage in the shade of the olive grove.

Scale can also be expressed in the size of the miniatures involved measuring from the feet to the eyes. This is often referenced as measurement such as: 10mm, 15mm, 28mm, 40mm, 54mm, etc. The reference is more to the size of the models than to the ground scale.

*Men of Bronze* is a relatively loose game system when it comes to scale. The rules were created with 28mm figurines in mind. However, it is a scale and base agnostic system. All measurements are in Base Widths which is the frontage of any base, or can be arbitrary number chosen by the players. Scale is left to the discretion of the players to determine what scale they wish to play the game at.

## Time Scale

In many games, the length of a game turn reflects the amount of time that would have passed in "real-time" had a person actually completed all of the actions performed on the table, but in real life. For example, it may take a player 15 minutes to perform all the functions of a turn, but only a single minute has passed on the battlefield. Such references are popular in historical wargames.

*Men of Bronze* is not concerned about Time Scale. Time is broken down into Turns and Activations. These do not necessarily correspond one-to-one with any real time metrics such as minutes, seconds, or hours.

Time Scale is left at the discretion of the players. If you wish to impose a Time Scale, that is up to you and your opponent. For the purposes of game play, a Turn or Activation lasts exactly as long as is needed. This is to create a fast moving and dynamic game.

## Miniatures

*Men of Bronze* does not require you to use a single line or manufacturer of miniatures in order to populate your battlefields. It is designed to be a rather generic rules set that can be used with any Classical Greek miniatures you find appealing.

## Basing

*Men of Bronze* does not require any particular basing guidelines for miniatures. The base only acts to ensure the models do not fall over. However basing conventions should be the same for both sides during an engagement.

## Measurements

The primary unit of measurement will be a Base Width (BW). These will be expressed in whole Base Widths wherever possible, and when in doubt, round up.

Measurements will be taken from any point on the base. That means you will not measure from the tips of lances, shields, or any other point. If in doubt consult your opponent.

Measurements cannot be made until the player has committed his models to act. Therefore, it is possible that the action will be too far away or too close to be completed successfully.

## Rounding

As a rule of thumb, if the result of a calculation is ever a fraction or a decimal, round up to the nearest whole number.

## The Most Important Rule

The most important rule of *Men of Bronze* is to have fun. This is a collaborative game where all players are attempting to enjoy themselves. This includes helping your opponent have fun too. If you or your opponent are not having fun, then the game has failed and everyone has lost.

## Resolving Disputes

If a quick and simple resolution to a rules dispute cannot be made based on judgment, then resort to this method to resolve all disputes. After the game is over, you can thoroughly consult the rulebook and decide on a solution going forward.

Both players roll a d6. The player who rolls the highest wins and their rules interpretation is followed for the remainder of the game. If a tie, continue rolling until a winner is found.

It is preferable to avoid rules disputes whenever possible. Frivolous use of this rule is considered a violation of the **Most Important Rule**. Breaking the **Most Important Rule** is considered a loss.

## Units and Models

Units and models are generic terms used throughout the rules to refer to your miniatures.

A model is a single model or figure on its own base. This is the most common term used in the rules.

A unit is composed of multiple models on combined or separate bases.

These terms are used throughout the rules. For the most part *Men of Bronze* is focused on interactions between units of models, even when they are part of a larger action.

Two Phalanges, supported by Psiloi and Archers, clash amidst the columns

## House Rules

The rules for *Men of Bronze* were created by mere mortals. As such, there will be rules you feel are not accurate or need to be adjusted to fit your wants and needs as a player. This is not only welcomed, but actively encouraged. The only caveat is that all players for any given game are familiar with any house rules prior to play beginning.

Otherwise, House Rule away. This is your game system so make use of it as you see fit.

# A Bit of History

During the 7th century BC, the wealth and influence of the city-states in Greece began to increase. This increase in wealth also led to a reorganization of the military structures. No longer were the Greek city-states content to let violence be carried out by small groups of warriors. Instead, they began to “nationalize” military activity into organized forces from the city-state. However, these city-states were fiercely independent and often rivals for local power. The nature of Greek city-states made conflict on this larger scale common.

The larger and more organized structure of the city-state also allowed for a more organized style of combat. City-states could field larger armies of citizen soldiers called hoplites. Hoplites were archetypically armed and armored with bronze weaponry that may have weighed up to 70 pounds. It took the form of bronze chest plates, armored greaves for the shins, enclosed helmets, and a shield. The Hoplite’s shield was the main defensive weapon and the namesake of the Hoplites. They were armed with long spears as their primary weapon, and a bronze sword as a back-up.

These foot soldiers would form together into a tight formation called a phalanx. The phalanx allowed the bronze armored Hoplites to form a tight mass of interlocking shields. Then, protruding from the wall of shields would be a dense forest of spear points. Based on pottery evidence, this style of fighting seemed to have developed around 650 BC.

In these early days, battle seems to have been completed in a single set piece engagement. All hoplites were citizen-soldiers. Their primary job was not to fight, but to farm, craft, etc. Therefore, hoplite campaigns could not take them far from the city-state. All campaigns were limited by season, distance, and scale. No city-state could afford to have many casualties as the loss of manpower would be too great of a burden on the harvest and city.

In addition, the formation of hoplite armies was based on the class structure of the city-state. All soldiers were asked to provide their own arms and equipment. Therefore, the purchase of arms and armor were a sign of status and wealth within the city-state. It was a mark of citizenship. In Athens, it was dictated by a structure of 4 classes, based on income. The first class were the highest echelons of Athenian society and may serve as generals. The second class was the citizens who could afford to maintain and own a horse. They would be the cavalry. The third class was those who could afford a bronze panoply of a hoplite. Hoplite armor was extremely expensive. It was commonly passed down from father to son. The final and lowliest class would act as light troops and oarsmen. The Spartans also had a class-based system where citizens only could be hoplites and their helot slaves would be the light infantry.

This system was altered dramatically due to the Greco-Persian Wars. To fight the Achaemenid Persians required the hoplite phalanx to expand to face this new military challenge. A single city-state could not face the Persians. The Greek victory required many city-states to work cooperatively with armies of a size undreamt of previously. Hoplite phalanxes had to be supported by other troops and over greater distances.

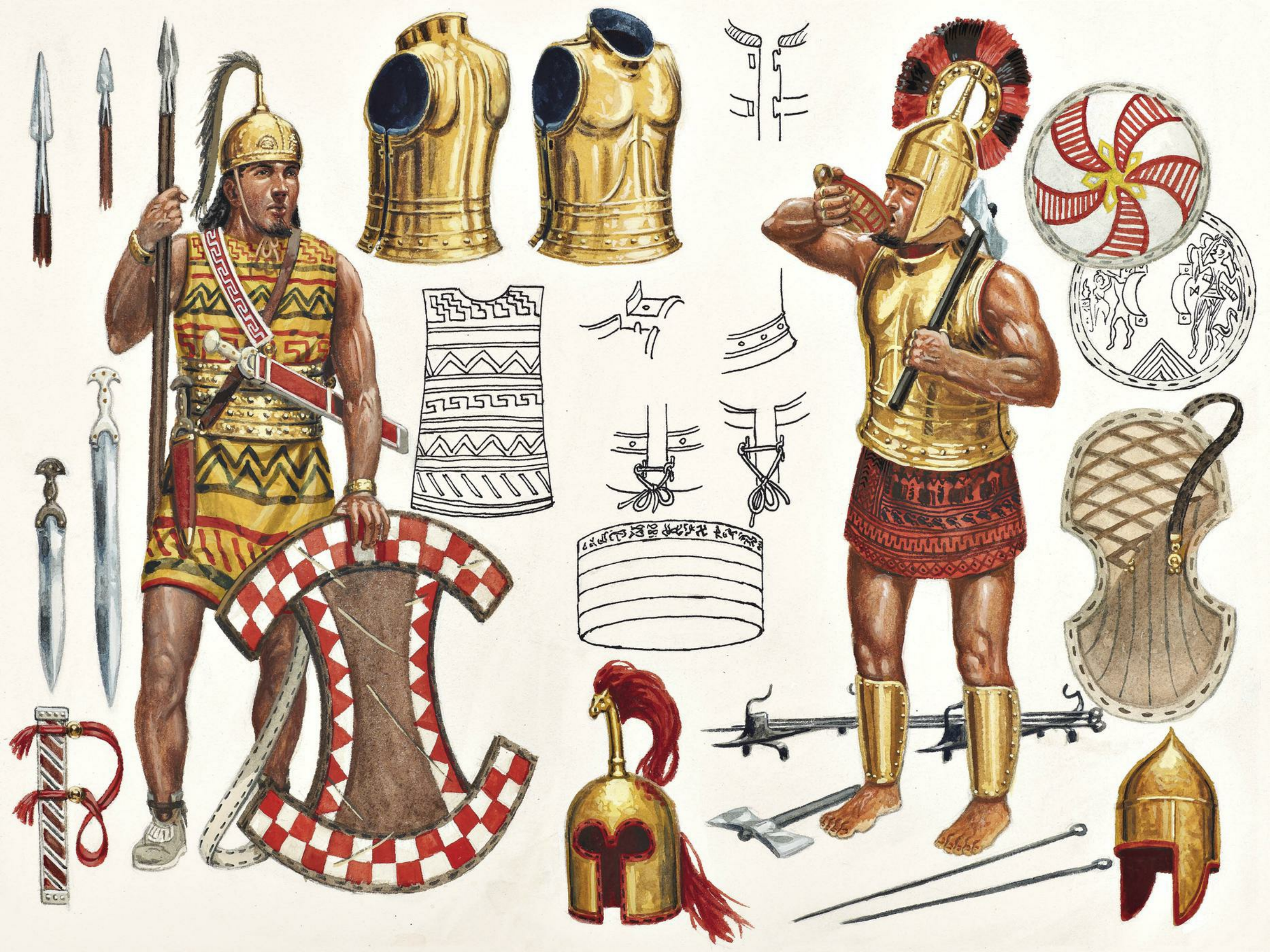
During the Persian Wars, two city-states rose to prominence, Athens and Sparta. The two naturally became rivals as they both sought to gain dominance in Greece over their fellow city-states. This led to direct conflict in the Peloponnesian War. This war led to further developments in the Greek military arts. New stratagems were developed such as: sieges, greater use of light troops, and attritional warfare. Naval warfare also grew with battles at sea and blockades becoming a necessary component of warfare.

Following Athens's defeat in 404 BC the Delian League was disbanded and Athens power was crippled. Greece fell under Spartan hegemony. This hegemony was unstable and short lived. The Persians sensed an opportunity to sow disunity in Greece and sponsored a rebellion. This was a combined alliance of Athens, Thebes, Corinth, and Argos which led to the Corinthian War. However, before a decisive blow could be struck Persia switched sides and the war ended. The Spartans maintained their hegemony in exchange for non-interference in Asia Minor and Ionia on the coast. The Spartan dominance would last until it was finally shattered by Thebes at the Battle of Leuctra in 371 BC.

Like Sparta and Athens before them, the Thebans acted quickly to establish their own control of Greece. However, the Thebans were ill prepared to make a bid for hegemony. The Thebans lacked manpower and resources and their allies were insufficient to provide. They quickly became overstretched. Following the death of their premiere general Epaminondas at the Battle of Mantinea, the Theban control over Greece was shattered. All the Greek city-states were left divided and weakened.

To the north, in the Kingdom of Macedon, a new power was rising. Most Greeks considered Macedonians nothing more than barbarians. However, the Macedonian king, Phillip II had big dreams. The Macedonian king developed new weapons, new tactics, and new strategies.

Phillip's armies swept into Greece and soon conquered most of the city-states. This paved the way for his son, Alexander, for his famous conquests. The rise of the Macedonians and the Greek defeat at the Battle of Chaeronea is generally considered the end of the distinctive Greek way of hoplite warfare. The time of the men of bronze was at an end.



Early Greek warrior/hoplite panoply and equipment by Giuseppe Rava © Osprey Publishing. Taken from Warrior 180: *Early Iron Age Greek Warrior 1100–700 BC*

# Hoplites

The growth and power of the city-state led to the men of bronze. The city-state provided the social, political, and economic foundation for the hoplite warrior to exist. The hoplite was an infantryman. He was the central element of the new style of phalanx warfare. The main component of a hoplite's panoply was their large shield, known as a hoplon.

The hoplon was often made of wood with a bronze rim and facing. It could measure up to 40 inches across and weighed 18 to 33 lbs. Thankfully it could be supported on the shoulder. It was the interlocking of these large hoplon shields that formed the defensive and unit-based discipline of the phalanx. A hoplite without a hoplon could not be part of the shieldwall of the phalanx. Hoplites also wore linen, leather, or bronze chest plates for defense. In addition, they had armored shin guards and enclosed helmets. Hence, hoplite is often translated as armored man.

Hoplites fought as spearman in a shield wall. Their primary weapon was a six to nine-foot spear called a *doru* or dory. On the opposite end, it often had a butt spike that could be used as a secondary spear tip. However, it was most commonly used to finish off dying or injured enemy warriors. The hoplite's secondary weapon was the *xiphos*. If a hoplite's spear was broken or lost in combat they could use their short sword, xiphos, instead.

The origins of the hoplite are not clear. Traditionally, it was dated to the 8th century BC by the Spartans. More recent views suggest a later date. 650 BC is a certainty as indicated by the "Chigi Vase". By this date, the transition to hoplite warriors seems to be complete. Regardless of when or where the hoplite and phalanx was developed it quickly spread across Greece.

# Hoplite Warfare

The fragmentary nature of ancient Greece increased the frequency of conflict, but also limited the scale of conflict. Unable to maintain professional armies, the city-states relied on militias of citizens-soldiers. This inevitably reduced the duration or campaigns as citizens would return to their normal duties. Campaigns would, therefore, often be during the summer only. Armies would march directly to the destination. Typically, it was a battlefield pre-determined by the combatants.

If battle was refused by one force, they would simply retreat to their city walls. The attackers would then content themselves with ravaging the surrounding countryside. Siege craft was not well developed and armies were unable to breach the *Polis* walls. Opposing armies could stay safe but at the cost of their crops.

When battles did occur they tended to be decisive, set piece engagements. The battlefield would be chosen as a flat and open field, reducing the possibilities of maneuver. Hoplites versus hoplite battles were short, brutal, and bloody. Discipline was the key component of these engagements.

In the early Greek armies, hoplites were the main element. Other troops were less important. Cavalry generally protected the flanks of the phalanx. However, cavalry was not always even required, or present, at the battle. Typically, light or missile troops were negligible.

The focus of hoplite warfare was shock combat. The two phalanges would smash together in hopes of either breaking the enemy or enveloping their line. If the initial charge was not enough, the battle would devolve into a pushing match. The men in the rear would try to force the front lines through those of the enemy. This was known as the *othismos* or "push". Thucydides described hoplite warfare as *othismos aspidon* or "the push of shields".

A battle typically only lasted about an hour. Once one of the phalanges broke the troops would generally flee from the field. They would then be chased down by peltasts or cavalry. For a hoplite to escape he would be forced to throw away his hoplon. This would be considered a disgrace by his family and friends, but it would keep him alive. Casualties in these ritualized battles were around 5%, but later battles would see the casualties rise. Despite the low casualty rate, the dead would often be the most prominent citizens since generals led from the front. In this way, an entire war could be decided in a single hour of battle. Victory was enforced by ransoming the fallen back to the defeated, called “The custom of the dead Greeks”.

# Non-Hoplite Soldiers

Greek armies also included light infantry that ranged from simple javelin throwers to armored peltasts and cavalry. These non-hoplite forces would scout ahead or drive off skirmishers. Some city-states also employed tactics using slingers or archers for long range skirmishing power.

Cavalry was uncommon in Greek warfare. Horses were rare which made them far more expensive than armor. Cavalrymen were limited to nobles and the very wealthy. The most famous Greek cavalry were the Tarentine cavalry originating from the city-state of Tarentum in *Magna Graecia*.

# Peltasts

Peltasts were a specialist type of light infantry used in Greek warfare. They carried a crescent shaped wicker shield called a *pelte*. It was rimless and covered in goat or sheep skin. Some literary sources imply the shield was round but in art it is usually crescent shaped. This was the light infantry soldier’s main protection as well as being the source of the peltasts’ name. The shield could be carried with a central strap and a hand grip near the rim or with just a central handgrip. It may also have had a carrying strap as Thracian peltasts slung their shields on their backs when evading the enemy. Peltasts’ weapons consisted of several javelins. These may have had throwing straps to allow more force to be added to the throw.

The style of fighting used by peltasts originated in Thrace. The initial Greek peltasts were mercenaries from the Greek cities of the Thracian coast. They are generally depicted on vases and in other images as wearing the typical Thracian costume, which includes the distinctive Phrygian cap made of fox skin and with ear flaps. They also usually wear a patterned tunic, fawnskin boots, and a long cloak, called a *zeira*, decorated with a bright, geometric, pattern. However, many mercenary peltasts were probably recruited in Greece.

The lighter peltasts flee from the more heavily armed and armored hoplites

Peltasts gradually became more important in Greek warfare, in particular during the Peloponnesian War. Their mobility was an asset against the slower moving heavy hoplites. In addition, they could negotiate rough terrain in dispersed formations.

# Core Rules

## Unit Profiles

The primary element of a Greek army is the phalanx, which is made up of hoplites. Hoplites were essentially armored men who wore the panoply of warfare. This included a large round shield called the hoplon, a spear, a helmet, and if the warrior was lucky, metal greaves and a short sword.

What made the hoplite so formidable was not his individual weapons or skill at arms, but the team work and unity with his fellow hoplites in the phalanx. The hoplon was designed so that the shield would cover not only the wielder, but also the man to his right. Therefore, the members of a phalanx had to work together to survive.

Greece was made up of a number of independent city-states during the classical period. Each city-state fielded its own phalanx. They were composed of the citizens of that city-state. The phalanx was the core of the city-states' army.

In *Men of Bronze*, each unit in the army has the following characteristics. They will be covered in more detail later in the rules, but it important that you have a grasp of them now.

### Move

How far the unit can move during its activation measured in Base Widths.

### Attack

The number of d6s a unit rolls when attacking.

### Shoot

The number of d6s used when determining the results of a ranged attack. Some units will not have any dice.

### Courage

Courage is an indication of how much injury/disruption a phalanx will endure before breaking and routing from the battle.

### Armor

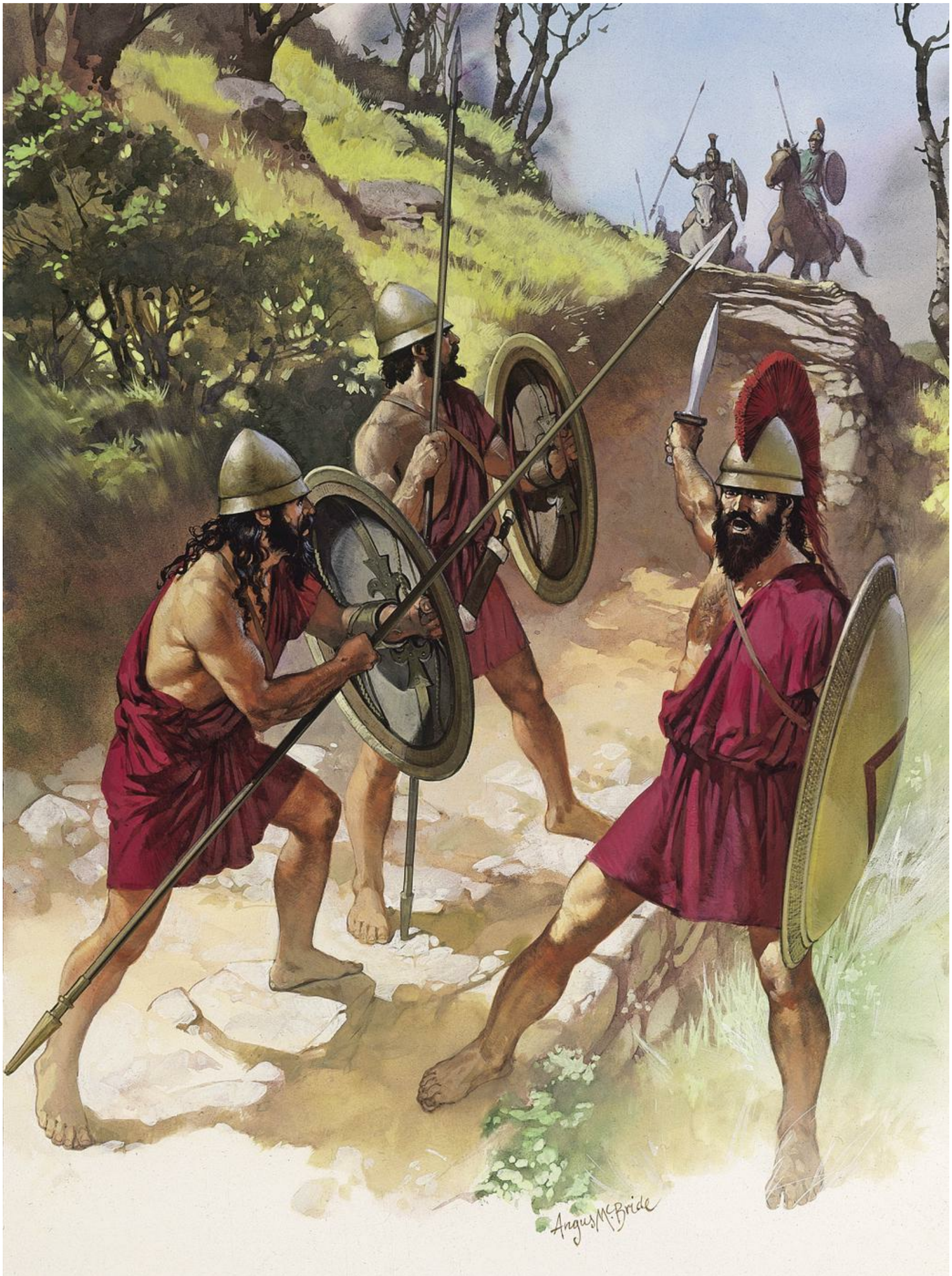
How many successful hits are required to remove one point of Courage.

### Disciple

This represents how likely a unit is to follow orders and stay in the battle.

## Special

This is a place for any special rules that the unit may be subject to.


Angus McBride

Spartan Warriors by Angus McBride © Osprey Publishing. Taken from Elite 7: *The Ancient Greeks*

## Basing and Models

*Men of Bronze* does not claim to have any particular basing or modelling methods. You can use any method that is mutually agreeable between all players. However, there needs to be a way to determine if a unit is Open Order or in a Phalanx formation. For 28mm models, this can be done by individually basing the models. In Open Order you can spread them up to 2 Base Widths apart, and rank them up into base to base contact when in Phalanx. 10 models works well for a unit. For smaller or multi-based models, it could be accomplished by spacing the units out in a similar method using the same Base Width distance as a guide. Ultimately, any method that is mutually agreeable to the players will be sufficient.

# The Turn Sequence

Games are artificially broken down into a series of arbitrary divisions to help manage the flow of a battle. Naturally, this is a tabletop and not everything can be done real time. The Turn Sequence helps players create the flow of a battle and still accomplish all the mechanical aspects needed for the game.

Each game is divided into a number of Turns, Activations, and Phases. These are described as follows:

## Activation

The chance a unit gets to complete its action.

## Phases

A Phase is a smaller step in completing the Turn. It is typically a step both players need to take before proceeding. *Men of Bronze* uses the following Phase sequence during a Turn of play:

1. Calculate Arete Points
2. Bid for Initiative
3. Activations
4. End Phase

## Turn

This is composed of all the Phases of the game. Once all Phases are complete, the Turn is over.

# Phase Sequence

The order in which Phases of a Turn are completed. As stated in the First Principles, *Men of Bronze* has no set time in which a game is played.

## Calculate Arete Points

Arete Points will be covered in more detail in the next section (see **here**). At this point, each player calculates their pool of points, and places tokens within easy reach on their side of the board or play area. The total number does not need to be announced, but the tokens must be kept visible to all players. The numbers may change as the game progresses as Arete Points have various uses.

## Bid for Initiative

During this Phase, both players decide on the number of Arete Points they wish to bid in order to Activate first in subsequent Phases.

Both players simultaneously reveal the number of Arete Points they wish to bid. The player who bids the most will gain the Initiative. This will allow them to Activate first. If the bids are tied either player may elect to increase their bid of Arete Points until there is a winner. If neither Player wishes to increase their bid, then both players roll a d6 and the highest goes first.

The player that wins the Initiative can then choose one of their units to Activate and perform their action. The winning player can continue this process until either all of their units have acted or until their opponent attempts to steal the Initiative using an Arete Point. Stealing the Initiative will be covered in more detail later in the rules (see **here**). Once the player with initiative has completed activating all their units, then the other player may Activate their units.

No matter who wins, both players remove the number of Arete Points bid, and places them into a discard area off the board. They may not use discarded Arete Points in later phases.

## Activations

During this Phase, the Player who won Initiative may choose which units he wishes to move, fight, etc. Every unit must be Activated**, but** they do not need to take any action during the Activation. Once a unit has been Activated once it may not be Activated later in the Phase.

When Activated a unit may do **one** of the following:

1. Move
2. Fight
3. Shoot

In addition, a unit may use its Special Rules when appropriate. Units that do not have the Initiative may not Activate, however that player may attempt to use Arete Points normally.

## End Phase

During the End Phase, compulsory moves, support moves, etc. are completed. In addition, both Players check for Victory Conditions. The game can not end until after the End Phase is complete.

Archers unleash a volley on the rapidly approaching Macedonian Phalanx

# Arete Points

In the world of the Ancient Greeks, Arete was a “Moral Virtue”. It was a sense of excellence of any kind and was closely linked to the notion of living up to a potential, purpose, or function. In modern parlance, it would be closely aligned with self-actualization and being the best person you could possibly be.

Arete was expected to be exemplified by all military leaders. Xenophon, the Greek leader and philosopher, author of *The Anabasis,* notes that a leader should be an exemplar for all his soldiers. The leader should be someone who the troops themselves could aspire to.

In *Men of Bronze*, the high standards of moral character that the Greeks held their leaders to is reflected in Arete Points. Every unit on the board is expected to have a leader amongst their ranks. This leader is the one who commands the troops in the field, but also guides them to higher moral virtue.

## Calculating Arete Points

Each unit on the field is expected to be led by a leader. In Greek tradition, the leader led from the front and inspired his men through acts of bravery as well as giving orders.

To calculate Arete Points, simply count up the number of units still on the field of battle. Each unit will provide 1 Arete Point. This is recalculated every Turn, so the number of Arete Points generated may change.

Use a token or similar signifier to represent each Arete Point. Place them on the player's side of the table. They may not be hidden, but you do not need to declare the number you possess at any given time, even if asked by your opponent.

1 unit can be designated as the having the *Strategos* (or general) of the army. This unit will generate 2 Arete Points, instead of the normal 1.

## Uses for Arete Points

A player's pool of Arete Points is critical to game play. They can be discarded to generate the following effects:

- Bidding for Initiative during the bid for Initiative Phase
- To Charge an enemy unit as a Movement Activation
- To use a Special Rule for a unit
- To attempt to steal the Initiative from your opponent
- Rally a unit from Wavering
- Re-roll any 1 die

## Using Arete Points

These points can be used at any time. You can even interrupt an opponent's turn. Simply declare that you are going to spend an Arete Point, declare how you are intending to use it, and move one Arete Point token from your pool and move it to the Discard area off the board. That Arete Point may not be used again.

## Bid for Initiative

This use of Arete Points has been described in the Bid for Initiative sub-Phase (see **here**).

## To Charge an Enemy Unit

A charge allows a unit to move at twice their normal movement distance in order to gain contact with an enemy unit. You do NOT need to Charge in order to engage in Melee, you can simply walk in, but a Charge provides additional benefits. More information on Charges can be found in the Movement section of the rules (see **here**).

## To Use a Special Rule

Some units have Special Rules. These are abilities that were not universal in the Ancient Greek world. They required skill and training to complete. Therefore, in order to execute a Special Rule a player must be able to spend an Arete Point to use it. This represents the officer providing instruction.

## To Steal the Initiative

This cannot be attempted until after the player with Initiative has completed the Activation of at least one unit. After that, it can be attempted at any time. After discarding the Arete Point, complete the following steps:

1. Both players roll a d6.
2. The player with the highest score wins.
3. The winner has the Initiative.
4. The winner may Activate a unit.

Additional attempts to steal the Initiative cannot be attempted until the winner has completed a full activation for at least a single unit.

## Rally a Unit From Wavering

A unit that is Wavering can be restored to normal by using an Arete Point. This can only be done when the unit has been Activated. A player using an Arete Point to Rally a unit from Wavering counts as that unit's activation.

## Re-roll any 1 Die

One Arete Point can be spent per die that the player wishes to re-roll. The player does not need to declare all the re-rolls they wish to make at once and may instead use the re-rolls at any time.

For each Arete Point spent, only a single die may be re-rolled. A single die may only be re-rolled once. The re-rolled result must be maintained, even if it is worse than the original outcome.

Attic hoplites form phalanx

# Moving

Movement is a critical component on the battlefield. One of the features that made the Spartans such feared warriors on Greek battlefields was their ability to perform complex marching maneuvers, even during the heat of battle. Moving your units to the right place at the right time was the key to victory in many Greek battles. It is no different in *Men of Bronze*.

## Focal Points

The leader of a unit is the focal point of the unit. All measurements are determined by the location of the leader. One model/base is designated the leader of each unit. This should be as visually obvious as possible with banners, raised sword, helmet crest, shield design, etc. to differentiate them from the rest of the troops.

Traditionally, the leader in the ancient world was supposed to lead from the front, with his men, and be at the center of the action. Therefore, the leader model should be in the center of the front-rank for any formation.

Leader facing determines the facing of the unit, the point of measuring for a unit’s movement, and also the point of measuring for shooting. When in doubt, always measure from the leader.

Here is how it is done:

1. You will move the leader first measuring from the front of the base, then placing the front of the base at the end of the measurement for movement.

2. For shooting, you measure from the closest point of the leader's base, to any member of the enemy unit.
3. For charging or engaging in combat, you measure if the closest point on the unit leader's base can touch any member of an enemy unit.
4. For facing you will determine which way the leader is facing, using the direction his face is pointing.
5. For Line of Sight, you use the leader model and draw a straight line to a member of the target unit.

When in doubt about measuring, Line of Sight, facing, etc. use the unit's leader model as a reference. Every unit must have a leader.

## Open Order vs. Phalanx

There are two primary formations in *Men of Bronze*. They are Open Order and Phalanx. Depending on what formation your units are in, this will dictate how your Units can move on the battlefield.

Open Order is a loose formation where men give each other room to swing their swords, throw their javelins, and move relatively freely amongst the group. The majority of units use this formation for movement.

The Phalanx is a special formation used by Greek Warriors that packed the soldiers together in a tight formation. The shield of every man overlapped his fellow on the right, and a wall of shields and spears was presented to the enemy. It was a fearsome formation, but one that maneuvered very differently than other formations and restricted movement.

## Open Order Units

Open Order units are more loosely arranged than a Phalanx unit. Each warrior is acting as part of the group but given more individual space to maneuver.

The leader is placed on the board. The members of the unit are then placed anywhere, as long as they are within two Base Widths from another member of the unit. For shooting and charging, it is better if the leader is in the front of the unit, but it is up to the player on where to place his leader when in Open Order.

## Phalanx Units

Units with the Special Rule: Phalanx may form the Phalanx formation. This is a tight fighting formation that is superior to Open Order. However, it takes the right equipment, training, and skill to be able to fight properly in a phalanx.

The leader is always placed in the center and front of the Phalanx. His unit is then placed base-to-base in two lines around him. So, for a unit of 10 models, the leader is in the center of the front row, with two models on each side of him. The second line is then composed of 5 other models.

A unit with the Phalanx Special Rule can move and fight in Open Order as well as the Phalanx formation. There are times in the battle where they may need to switch from one formation to the other. A unit can change to Phalanx formation at the cost of 1 Arete Point. They can do this at any point during their Activation and it does not impact their ability to act. A unit in Phalanx can also change to Open Order formation at any time they wish, at no cost in Arete Points or penalty to their Activation.

Make sure the unit assumes the appropriate positioning on the board so everyone playing can easily tell which unit is in Open Order and which unit is in Phalanx formation.

## Moving in Open Order

A unit using the Open Order formation moves differently than one in Phalanx formation. They can move more freely but lose the combat bonuses of being in a Phalanx.

Units in Open Order can move a number of Base Widths as indicated in their unit profile. They can turn and move and rotate freely while in Open Order. The only movement restriction is from terrain effects and the maximum move allowed in their Profile.

The leader model is moved the distance allowed, and then his unit is placed around them per the rules for Open Order, but no further forward than the unit leader moved.

## Moving in Phalanx Formation

Phalanx formations can only move forward in a straight line. They may not turn, pivot, move sideways, or move backwards. They may only move forward up to their movement rate in Base Widths.

The leader model is measured and moved, and then his unit is moved up to position themselves around the leader per the rules for Phalanx formations.

## Zone of Control

No unit can move within 1 Base Width of another unit. This includes friends or foes. This area is considered its zone of control.

If a unit comes within 1 Base Width of any unit the unit is stopped. The only exception is if the unit is moving into Melee/charging an enemy unit. They may then move as close as possible to engage in Melee.

Keep in mind, this Zone of Control will also stop friendly units from moving. Therefore, position your units carefully.

## Coming into Contact

If a unit is moving into Melee, they must Come into Contact with the enemy. The best way is to charge, but a player may not have the Arete Points and will instead Come in Contact with the enemy during a normal move.

The moving unit’s leader must be able to Come into Contact, base-to-base, with one model from the opposing unit. If this happens, they are considered to have Come into Contact with the enemy unit.

## Charging

If a unit uses an Arete Point, they may perform a movement know as a Charge. In a Charge, the unit may move at double their normal speed in Base Widths in order to come into contact with an enemy unit to engage in Melee. This special action allows a unit to Move and Fight in the same activation.

If the unit cannot come into contact, then the Charge is failed. The unit moves the full distance allowed, but they are changed into Open Order as the impetus of their charge leaves them scattered and broken up. They are also switched to wavering.

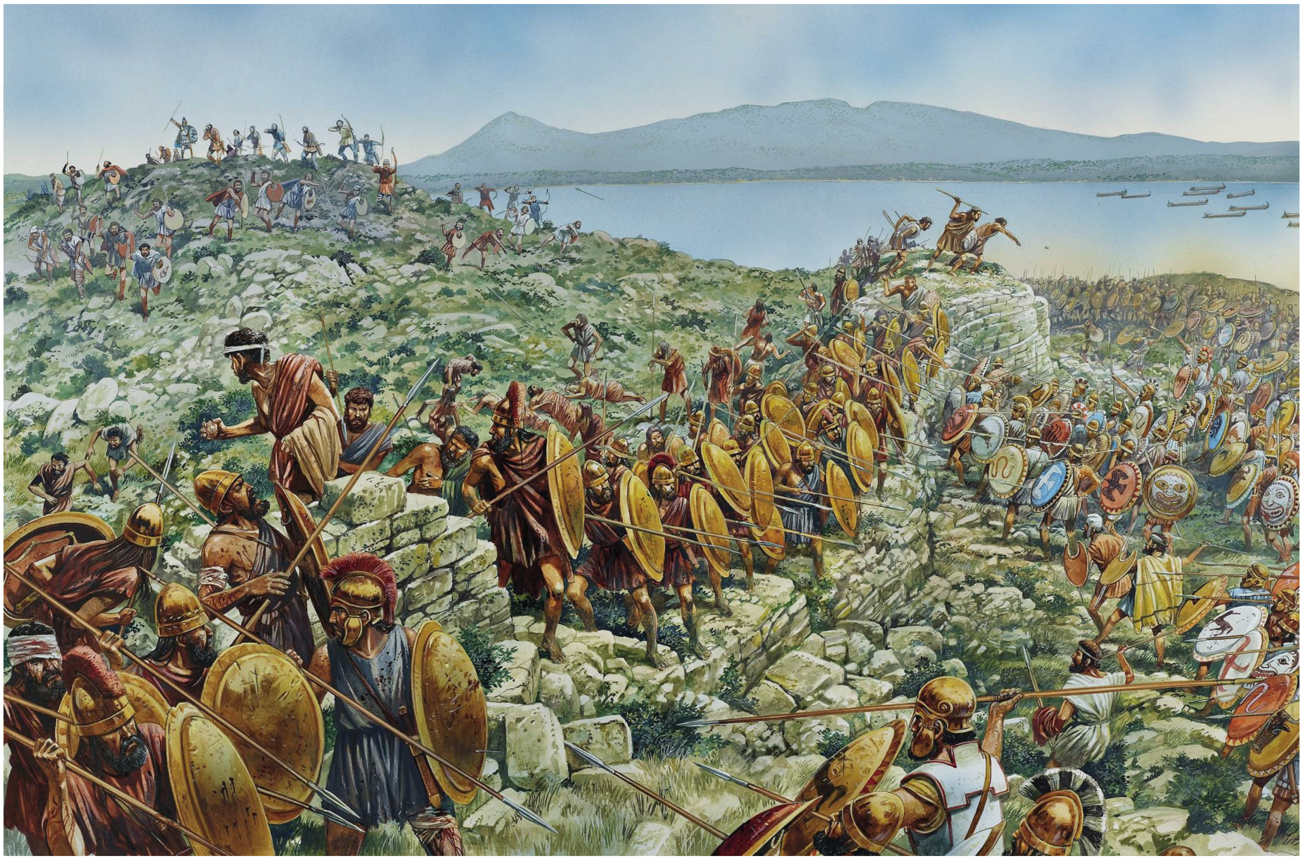
# Terrain

The landscape of Greece is rugged and a challenge in which to maneuver armies, 80% of the land is mountainous and there are thousands of islands around its coasts. Battles ended up being fought in the same general areas around city-states as there were few other places to fight. In *Men of Bronze* there are several types of terrain. They are covered below in detail. It is good idea to go over what each terrain feature is with your opponent, to avoid confusion, before starting a game.

## Open

Open terrain is the majority of the board. It represents lightly rolling grassland or clear spaces. There are small bits of topography that can be ignored in the rules, and it is far from a perfect flat surface like the tabletop. However, they have no true impact on the game. Examples include:

- Fields
- Hills
- Beaches
- Game trails



Spartan hoplites defend against peltasts By Peter Dennis © Osprey Publishing. Taken from Campaign 261: *Pylos and Sphacteria 425BC*

## Difficult

Difficult terrain can be crossed and moved through by units, but it is harder than Open terrain. If any member of the unit touches Difficult terrain during Movement, it is considered to be "In" Difficult terrain and suffer from its effects. It will have the following effects:

- Reduce movement to half, rounding down
- May only be crossed in Open Order
- Units that end a Move within the area of/behind Difficult terrain have +1 armor rating

Examples Include:

- Woods
- Vineyards
- Low walls
- Ruins

## Dangerous

This is terrain that is not only difficult to cross but could potentially cause injury. If any member of the unit touches Dangerous terrain during Movement, it is considered to be "in" Dangerous terrain. However, the unit can then be "out" of Dangerous terrain when its movement ends if it has enough movement to move beyond it. It will have the following effects:

- Reduce Movement to half, rounding down
- Can only be crossed in Open Order
- Units that end Movement "in" Dangerous terrain have +1 Armor
- Make a Discipline check while crossing. If failed, the unit loses 1 Courage

Examples include:

- Streams and rivers
- Shallow water
- Swamps
- Palisades

## Impassable

Impassable terrain simply cannot be crossed. If any portion of the unit touches Impassable terrain the unit is halted. It may not move forward and its Movement will end. It cannot move again until the next Turn and must reorder its formation to avoid Impassable terrain before moving. Examples:

- Cliffs
- Lakes
- Oceans
- Buildings

# Fighting

The heart of *Men of Bronze* is fighting. Greek soldiers were constantly at war with each other over borders, property, liberty, honor, and other obscure reasons. Units fighting in hand-to-hand combat are called being in Melee. The player with initiative determines the order in which Melees are resolved. To administer a fight, follow the sequence below:

1. Determine units in Melee
2. Identify Supporting units
3. Determine dice
4. Roll to Fight
5. Determine Hits
6. Compare Hits to Armor
7. Reduce Courage
8. Make Discipline checks
9. Determine Pushback

Determine and complete each step for each Melee individually. Once one Melee is complete, the player with Initiative may move to the next one.

## Determine Melee

To determine a Melee, look to see where opposing units have Come in Contact with each other. This will lead to a Melee. At this stage, move the two units roughly front-to-front with their leaders facing off against each other.

This is not an exact science, and the player with the leader model who made Contact with the enemy may choose the precise alignment. It works best if the unit being attacked moves their frontage to align with that of their attacker, leader to leader.

## Identify Supporting Units

Units that have a leader within 3 Base Widths of a friendly unit in a Melee may choose to "Support" that unit in the Melee.

Every Supporting units adds +2 Attack dice to the unit they are supporting. By choosing to act as a Supporting unit, you are tying the fate of these units in the Melee together. If the main unit is routed, then Supporting units are also routed! Therefore, choose who to Support and when to Support carefully. It is possible for a unit to Charge into an existing Melee in which case they get the Support bonus and the Charge bonus if the Melee is resolved in the same turn as the Charge.

Units that choose to Support are moved to line up behind the unit that they are supporting in Melee. This will make them look like one large unit.

## Field of Vision

An enemy leader has the following field of Vision for determining Flank and Rear Attacks. The forward Field of vision is 180 degrees. Essentially a straight line is drawn across the front of the base. The Flank is the 60 degrees to the left or right behind the forward 180, and the rear is the final remaining 60 degrees.

A Spartan Phalanx prepares to flank their opponents

Use the leader model of the Attacking unit to determine if the Attack is in the Front, Flank, or Rear arc at the moment the enemy unit initially Comes in Contact. This will determine if the attack is a Flank or Rear attack.

## Flank Attack

Hoplite units were focused on keeping their shields and spear tips to the front. They are vulnerable on the flanks and rear. Therefore, Flank Attacks can be very deadly. If an enemy unit Comes into Contact on the Flank, the units are moved to be perpendicular to each other, with the attacking unit's leader lined up along the edge facing the enemy.

## Rear Attacks

If an enemy unit Comes into Contact in the Rear, the unit is the victim of a Rear Attack. Move the attacking unit behind the unit they are attacking. The leader models should be on opposite sides of each other, but still in the front of their respective units. Both Flank and Rear Attacks provide bonuses during any Fighting that takes place.

## Contacting Two Units at Once

If a unit Comes into Contact with two Enemy units at the same time, the unit the leader is closest to becomes the primary enemy, and the other unit becomes a Support unit.

*For Example, A Corinthian Phalanx Comes into Contact with an Argive Phalanx and a unit of Peltasts during the same Activation. The location of the Corinthian leader closer to the Argive Phalanx means that the Argive unit will be the main Melee opponent, and the Peltasts will be Supporting.*

## Determine Dice

After Melees have been determined and Supporting units worked out and arranged, it is time to determine how many dice each unit will roll during the Melee. In each unit's profile is listed an Attack value. That is the base number of dice a unit will roll during a Melee to generate hits. The number of Attack dice rolled can be increased with the following details:

- Unit in Phalanx = +2 Dice
- Unit Charged = +2 Dice
- Unit in Support = +2 Dice per unit
- Unit Flank Attacking = +2 Dice per unit
- Unit Rear Attacking = +4 Dice per unit

These dice are cumulative.

*For example, if a unit with Attack 4 was attacking they would have a base 4 dice. Now, let's pretend they were in a Phalanx for +2. There was also a unit in Support that was attacking the enemy's Flank. That would provide +2 for support, and +2 for Flank Attack. That means the base 4 + 2 +2 +2 equals 10 dice to attack.*

Both sides in the Melee calculate their Attack Dice simultaneously and declare the number of dice to their opponents prior to rolling.

## Roll to Fight

Both the attackers and defenders roll a d6 for each Attack Die calculated. The Target Number for the roll is 4+. Every roll that achieves or beats the Target Number is a potential Hit. Once a unit rolls their attack dice in a Melee, that counts as an Activation for fighting. If a unit moved and did not charge, they cannot move and fight in the same activation.

## Compare Hits to Armor

Once each side rolls their Attack Dice, total up the number of hits for each side. Compare the Number of Hits to the Armor rating of the unit being attacked. Each time the number of Hits meets the Armor rating, remove 1 Courage. Any hits that do not hit the requirement are discarded.

When determining Armor, the unit being attacked is always the Armor rating compared with. It can never be the armor rating of a Supporting unit.

*For example, we have established that the Argives get 10 Attack Dice. The Corinthians will have a base 4 Attacks, but are also in a Phalanx for +2 Attack Dice. The Corinthians have a total of 6, and the Argives have a total of 10 to roll. Our Corinthians and Argives have determined their Attack Dice as 6 and 10 respectively. They roll and the Corinthians get 1,4,6,1,2,4 which is 3 hits. The Argives roll and get 5,3,6,4,4,4,2,2,1,1 which is 5 hits. The Argives and Corinthians have Armor ratings of 2, but they are both* *in a Phalanx so it is increased by +1 to 3. The Corinthians scored 3 hits, so the Argives lose 1 Courage. Meanwhile, they have inflicted 5 hits, three are enough to reduce the Corinthians 1 Courage, but the two remaining do not equal another 3, so are discarded.*

## Reduce Courage

In every unit's profile is Courage. When the number of Hits equals the Armor value of the unit, that unit's Courage profile will be reduced by 1.

If a unit's Courage is ever reduced to only 2 points, they will need to make a Discipline Check. If Courage is reduced to 1, they will need to make an additional Discipline Check. If a unit's Courage is reduced to 0, they will Rout in the End Phase. Turn the models backward.

Athenian archers hold the line By Peter Dennis © Osprey Publishing. Taken from Campaign: 239: *Plataea 479BC*

If the Unit in Melee is reduced to 0 Courage and routed, all support units are also considered to be Routed.

*For example, The Corinthians scored 3 hits, so the Argives lose 1 Courage. Meanwhile, they have inflicted 5 hits, three are enough to reduce the Corinthians 1 Courage, but the two remaining do not equal another 3, so are discarded.*

*The Corinthians had taken Courage losses earlier in the game, so being reduced by 1 Courage brought them to 1 Courage. They will need to make a Discipline Check.*

*The Argives had also been battle-tested, and had only 1 Courage Remaining. The Corinthians have reduced them to 0 Courage. The Argives are removed from the table as they have been broken and Routed. The Peltasts are also removed as Routed since they were supporting the Argive unit in Melee and the Argives were Routed.*

## Discipline Checks

Every unit has Discipline in their unit profiles. This number represents the number of d6 rolled to make a Discipline Check. To make a Discipline Check, roll a D6 per point of Discipline in the unit profile. The dice roll is looking for a Target Number of 4+. The player must try to score a number of successes equal to the Courage lost in the previous Melee that forces the Discipline check. Therefore, a unit that lost 2 Courage would need 2 successes; a unit that lost 3 Courage would need 3 successes. It is possible that a unit could take more Courage loss than they have Discipline Dice. In such a case, the unit will automatically fail the Discipline Check.

If the Discipline Check is failed, the unit is considered Wavering. A Wavering unit has the following penalties:

- Lose the benefits of Phalanx and switch to Open Order immediately.
- May not use Special Rules.
- All Target Numbers are +1 (so 4+ is 5+).
- To move, they must pass a Discipline Check with a single success.

Units that are Wavering are not organized enough to fight as a cohesive military unit. Troopers are beginning to fight independently, straggle to the rear, and hesitate in the face of the enemy.

## Determine Pushback

One of the defining features of phalanx combat was the “push” nature of the battle. Phalanx combat was famed for the *Othismos,* which was an orderly advance across the front of the phalanx a certain number of steps. This would then “push” their opponents backwards.

In *Men of Bronze*, the Pushback occurs after Courage has been reduced and Discipline Checks resolved. Compare the two units fighting in Melee. The unit who lost the most Courage in the Melee will be pushed back. If both units lost the same amount or no Courage, no Pushback occurs.

The unit that is pushed back will move straight back 1d3 Base Widths. Any Supporting units will move backwards with them. Units supporting with Flank or Rear Attacks are also pushed back, they are then lined up behind the main attacking unit like other

Supporting units. They have been disorganized and mingled with the rest of their forces and no longer benefit from Flank/Rear attacks.

The unit that won the Melee and pushed back their foe can do one of the following immediately:

- Follow-up and re-engage their foe and keep them locked in Melee.
- Stand their ground and not move.
- Regroup by moving backwards 1d3 Base Width in a straight line.

Complete the move immediately after determining the Pushback.

*For example, in this scenario the Corinthians manage to reduce the Argives by 1 Courage while the Argives failed to cause any Courage loss.*

*In this case, the Argives are pushed back d3 Base Widths. The Argives roll a 3, which equals 2 Base Widths.*

*The Peltasts are moved behind the Argives as a Support unit. The Corinthians can now choose to Follow-up. Stand, or Regroup.*

# Shooting

In *Men of Bronze* Shooting is represented by any ranged attack from archers, slingers, javelin throwers, etc. Use the following method to resolve an activation of Shooting:

1. Determine eligibility of target
2. Determine Shoot Dice
3. Roll Shoot Dice
4. Determine Hits
5. Compare Hits to Armor
6. Reduce Courage
7. Make Discipline checks

## Determine Eligibility of Targets

To determine if a target can be successfully shot at, you must confirm two conditions:

- Determine if Line of Sight exists
- Determine Range

## Line of Sight

Line of Sight is determining if a unit can see an enemy target to fire upon. The easiest way is to draw an imaginary straight line from the shooting unit's leader to any model in the Enemy unit. If the imaginary line crosses any other units (including friendly units) then Line of Sight does not exist. The unit may not be shot at.

Archers and Psiloi prepare to let loose

Units have a 360-degree facing for Shooting attacks.

## Determine Range

All Shooting attacks in *Men of Bronze* have a range in Base Widths. This is the distance a Shooting attack may reach and still potentially hit the target. If the target unit is further than this range it cannot be shot at.

To measure the range, follow the imaginary line between the unit leader and the target unit you established for Line of Sight. Measure the distance. If the distance is the range of the shooting attack or less, than the target is eligible.

*For Example, the Persian archers decide to fire on the Ionian Hoplites and ignore the Athenian Hoplites. From the Persian leader to the Ionians is a clear Line of Sight and it is within range. The Ionians are eligible targets.*

## Determine Shoot Dice

After the eligibility of targets has been determined it is time to determine the number of Shoot Dice to roll. In each unit's profile is a Shoot value, followed by the range. If a unit does not have anything in this value, it may not Shoot. The value is the base number of dice a unit will roll when Shooting to generate hits.

Only the Unit shooting determines Shoot dice. The defenders do not need to roll any dice.

## Roll Shoot Dice

The Shooting unit then rolls their Shoot dice. The Target Number for the roll is 4+. Every dice that rolls a 4+ is considered a Hit.

## Compare Hits to Armor

Once the Shoot Dice have been rolled, total up the number of Hits. Compare the Number of Hits to the Armor rating of the Unit being attacked. Each time the number of Hits meets the Armor rating, remove 1 Courage. Any hits that do not hit the requirement are discarded.

## Reduce Courage

In every unit's profile is Courage. When the Number of Hits equals the Armor value of the unit, that unit's Courage profile will be reduced by 1.

If a unit's Courage is ever reduced to only 2 points, they will need to make a Discipline Check. If Courage is reduced to 1, they will need to make an additional Discipline Check. If a unit's Courage is reduced to 0, they will Rout in the end phase. Turn the models backward

## Discipline Checks

Every unit has Discipline in their unit profiles. This number represents the number of d6s rolled to make a Discipline Check.

To make a Discipline Check, roll a d6 per point of Discipline in the unit profile. The dice roll is looking for a Target Number of 4+. The player must try to score a number of successes equal to the Courage lost from the Shoot that forces the Discipline check. Therefore, a unit that lost 2 Courage would need 2 successes; a unit that lost 3 Courage would need 3 successes. It is possible that a unit could take more Courage loss than they have Discipline Dice. In such a case, the unit will automatically fail the Discipline Check.

If the Discipline Check is failed, the unit is considered Wavering. A Wavering unit has the following penalties:

- Lose the benefits of Phalanx formation and switch to Open Order immediately.
- May not use Special Rules
- All Target Numbers are +1 (so 4+ is 5+)
- To move, they must pass a Discipline Check

Units that are Wavering are not organized enough to fight as a cohesive military unit. Troopers are beginning to fight independently, straggle to the rear, and hesitate in the face of the enemy.

*For Example, the Persian Archers have 4 Shoot dice. They roll 4d6 and get: 2,4,1,6. That is two Hits. The Ionians have an Armor of 2. The 2 Hits matches the Ionians Armor of 2, so the Ionians have their Courage reduced by 1. They start with Courage 4, so the*

*Shooting takes them to Courage 3. No Discipline Check is needed until they are reduced to Courage 2.*

# End Phase

The End Phase is the final Phase of the Turn. Complete the following steps in this phase:

1. Discard all remaining Arete Points
2. Check for Morale
3. Check for Collapse
4. Finalize unit alignments
5. Check Victory Conditions

## Discard Remaining Arete Points

Both Players gather up any unused Arete Points and place them in the discard pile off the board. They do not carry over into the next Turn and can no longer be used in this Turn.

## Check for Morale

Battles in the Greek world tended to be decisive engagements where one side took the field while the other flees in panic. The side that breaks usually has the most casualties inflicted when they flee.

When a unit is Routed (turned backwards), all other units where the Leader can draw a Line of Sight to that unit must make a Collapse test. Make a standard Discipline Check. If passed, they face no effect. If failed, the unit starts Wavering no matter how much Courage they have remaining.

## Check for Collapse

Any army will need to check for Collapse if the following conditions are met:

- The *Strategos'* Unit is routed.
- When 25% of the Armies' Points are Routed.
- When 50% of the Armies' Points are Routed.
- When 75% of the Armies' Points are Routed.

To Check for Collapse, every unit in the Army makes a standard Disciple Check. If passed, the unit stays in the fight. If failed, they immediately Rout and are removed from the board. Treat them as if they were destroyed.

You only test for Collapse once per End Phase, even if multiple criteria were met to test. Every Collapse test the unit makes past the first has a +1 TN to pass. Therefore, if an army has 75% of their points routed as well as the *Strategos'* unit, they will automatically Collapse.

If all units are Routed, the game is over. The Army still on the board is declared the winner.

Attic hoplites crash into their Spartan adversaries.

## Finalize Unit Alignments

Review all ongoing Melees and ensure that they are in proper formations:

- Melee units aligned by leader.
- Support units behind attacking units.
- Flank Attack units perpendicular.
- Rear Attacking units lined-up behind enemy with leaders aligned on opposite sides of their units.
- Remove units that were reduced to 0 Courage and routed.

If the proper organization and formations are not on the board, tidy them up per the rules.

## Check Victory Conditions

Certain scenarios will have Victory Conditions. Check the rules for the scenario. If the Victory Conditions have been met, by one of the Armies, then the game is over. The Army that met their Victory Conditions is declared the winner.

# Advanced Rules

The following are optional rules that can be used in games of *Men of Bronze*. These are additional complications or wrinkles that can be added for additional game play value. Opponents should agree on these rules before using them in a game.

## Leaders Killed

Normally, the rules assume that if a unit is not Routed its leader is still active and available to provide Arete Points. However, in Greek warfare the leader was expected to lead by example in the front rank of the Phalanx. Their place was the most dangerous place in the battle-line and Greek commanders were often killed in battle.

When a unit loses any Courage, roll a d6 for each point lost. On any roll of 1, the leader of the unit has been killed. In this situation, the unit no longer adds Arete Points to the pool.

Phalanx units did have a rank structure, so the loss of a leader would not hamper the overall functioning of the unit. A new commander is assumed to take over and becomes the focal point. A good way to keep track of which units had their leader killed is to simply turn the leader model backwards.

If the *Strategos* of the Army is killed in this way, please note that it will trigger a Check for Collapse in the End Phase (see **here**).

## Phalanx Drift

In a phalanx, the shield was carried on the left arm, and used to cover the man beside you. Due to this, the right side of the phalanx had less protection. In addition, the men tried to huddle close to the man next to them to stay under his shield for cover. This led to a curious phenomenon where phalanx units tended to drift to the right when advancing. This could lead to exploitable gaps in an advancing phalanx line.

Do not check for Drift if the unit has Come in Contact with an enemy unit.

After moving forward, a unit in Phalanx formation must make a Discipline Check. If successful with even a single success, nothing happens and the unit has moved as intended. If failed, the unit has “drifted” 1 Base Width to the right. Slide the unit that direction.

*For example, an Athenian Phalanx has moved forward as normal. They then take a Discipline Check and fail. The unit is slid to the right one Base Width for the final position of the Phalanx.*

# Firing Over Friendly Units

Typically, Line of Sight is blocked by Friendly units. If you wish, Shooting attacks can be made over Friendly units. In such instances they will no longer block Line of Sight. However, the Shoot Dice are reduced by 1 for each friendly unit that is passed through when establishing Line of Sight.

If any Shoot Dice come up as a 1, they count as Hits on the friendly unit. Determine the outcome of Hits on friendly units after determining the Shooting results on the enemy units.

# Pursuing Routed Enemies

If a unit destroys their foe in a Melee, they will pursue them. The unit moves 1d3 Base Widths forward in a straight line. If they Come in Contact with a new enemy, they will fight Melee in the following Turn as normal.

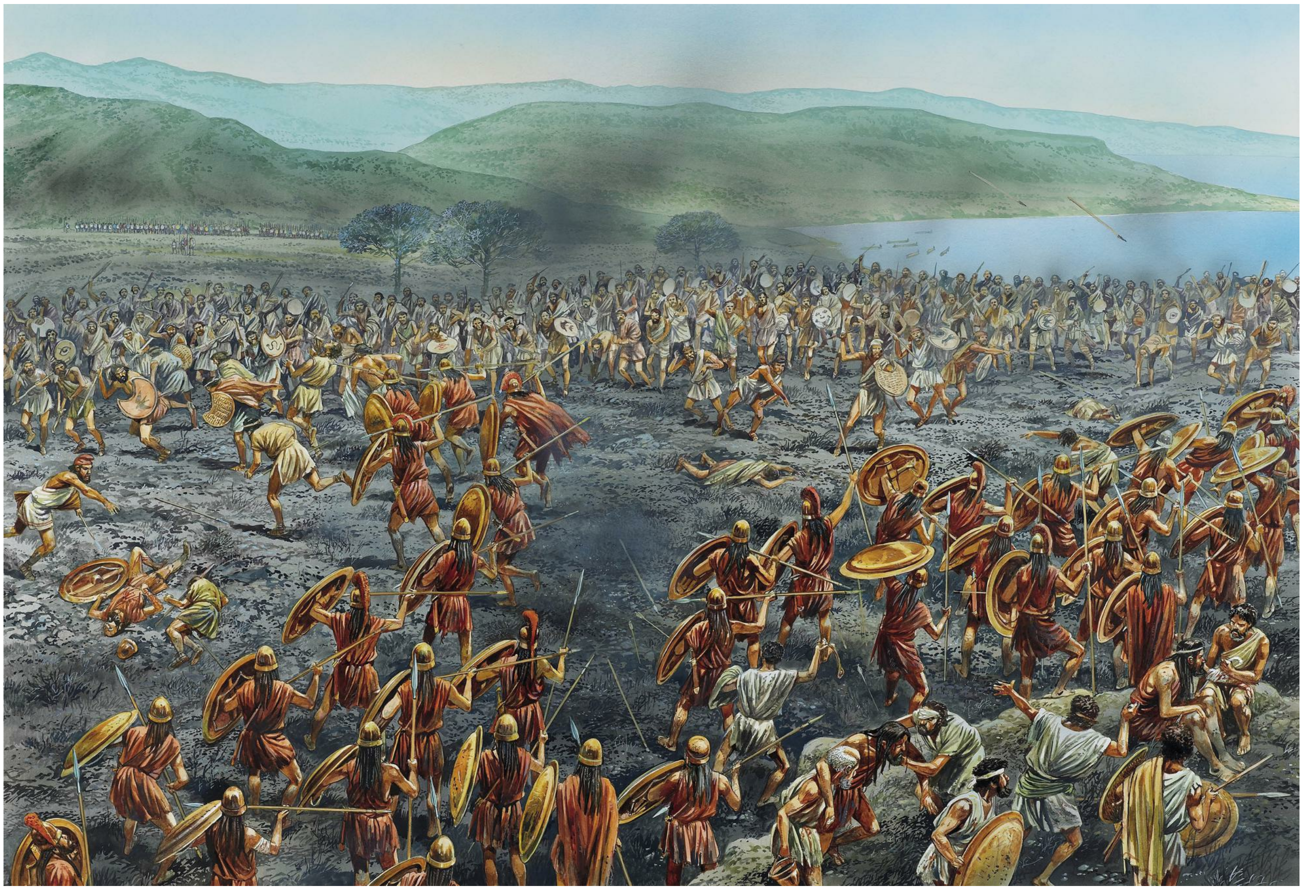
If the player does not wish for the unit to pursue a routed enemy, they must pass a successful Discipline Check. If passed, the unit holds position. If failed the unit pursues as normal.

# Special Rules

Units in *Men of Bronze* may use Arete Points to activate a Special Rule. Special Rules are listed in the unit's Profile. The following is a list of the Special Rules available and how they function within the game.

## Phalanx

The phalanx is a tactical formation that allows skilled soldiers to cover the men beside them with their large shield. This creates a protective front of shields to any attacker. It was the dominant combat formation of the Greek hoplite.



The Battle on the Island: Psiloi Against Hoplites By Peter Dennis © Osprey Publishing. Taken from Campaign 261: *Pylos and Sphacteria 425BC*

Units in Phalanx formation have the following rules apply:

- The unit may start the game deployed in a Phalanx.
- A Phalanx can only move straight forward.
- If a Phalanx touches Difficult terrain they revert to Open Order.

- To change from Open Order to Phalanx requires an Arete Point and can only be done during the unit’s Activation. It does not impact a unit’s ability to move, fight, etc. and does not count as an Activation.
- A Phalanx can change to Open Order at any point during its Activation.
- A Phalanx provides +2 Attack Dice.
- A Phalanx provides +1 Armor.

# Drilled

Experienced and well-trained phalanx units could perform trained and coordinated marching maneuvers to help them reposition the Phalanx without breaking into Open Order. This required practice on the city-states’ training fields.

Units with this Special Rule have the following rules applied to them:

- When Activated, the unit in Phalanx formation can choose to move left or right up to two Base Widths, or backwards one Base Width, in a straight line. This replaces their normal move. The unit does not change facing and maintains its Phalanx formation.

# Counter-charge

Greek hoplites were ferocious warriors from a warrior culture. They preferred to make shock contact with an enemy. When in doubt, they were just as likely to charge.

Units with this Special Rule have the following rules applied to them:

- When a Charge is declared against the unit, the controlling player may spend an Arete Point to activate this Special Rule.
- The units are moved to meet half way along the charge rout of the Attacker.
- Both units gain the +2 Attack Dice for Charging.

# Pursue

*Ekdromo* was a type of warfare used by hoplites to harass and thwart enemy skirmishers and light troops. Essentially, lighter and more mobile hoplites would deploy to harass and break-up the lighter formations before they could attack. Lighter armed peltasts were also often used in this role.

Units with this Special Rule have the following rules applied to them:

- If a unit declares an Evade Special Rule, units with this Special Rule may choose to spend an Arete Point to counter it.
- A unit with Pursue can move an additional 1d3 Base Widths after any Evading enemy.
- If they Come into Contact, then they may enter a Melee as normal.

# Evade

Light troops and peltasts were known for their ability to harass hoplite formations and fade away before they could be brought to proper battle. This was demonstrated in the Battle of Sphacteria when Spartan elite hoplites were forced to surrender to peltast harassment during the Peloponnesian War.

Units with this Special Rule have the following rules applied to them:

- When an enemy unit Comes into Contact with a unit with this Special Rule, the controlling player may spend an Arete Point to activate Evade.
- The unit may move backwards from the Enemy unit 1d3 Base Widths immediately. If they are no longer in Contact, the Evade was successful.
- If the unit that Came into Contact still has movement left, they may continue to move as normal.

A Macedonian phalanx approaches

# Move and Shoot

*Psiloi* and other light troops were expected to move rapidly to out distance the heavily-armored hoplites and use their missile weapons to harass the phalanx. They had to be swift and nimble on their feet.

Units with this Special Rule have the following rules applied to them:

- In a normal Activation, a unit may either Move or Shoot.

- If a unit uses this Special Rule with an Arete Point they may make a Shooting attack after moving.
- The Shooting attack is worked out as normal.

# Skirmisher

Most light troops were adept at moving rapidly through rugged terrain. This ability allowed them to go where the heavier infantry could not follow and provided a limited degree of protection on the battlefield. It was a favorite tactic of Thessalians, Thracians, and other hill-tribes

Units with this Special Rule have the following rules applied to them:

- Units can activate this Special Rule at any time during their Activation with an Arete Point.
- This allows a unit to move at normal speed through Difficult/Dangerous terrain.

# Units

The world of the Ancient Greeks was filled with potential enemies. Below you will find the rules to build and structure your forces whether they be Greek citizen-soldiers, hoplite mercenaries, Persians, rebellious Ionians, barbarian hill-tribes, the Macedonians of Phillip the II, or more.

Next you will find a list of units to fill your ranks. They each have the profile you learned about earlier. In addition, they will have a point value. You can add up the points in your force and compare it to that of your opponent. Ideally, the points should be within 1 point of each other for a good, balanced game. However, if both players agree you may also use unequal point totals. The Scenarios in this book will also give you an idea of the number of points to use for each side.

# Melee Infantry

## Elite Hoplites

These were the professional soldiers of the era. The Spartans of course were famous for their program to raise Spartiates, but every city-state tended to have a core of professional soldiers. The most famous is the Sacred Band of Thebes.

| Elite Hoplites | | | Points | 12 |
|---|---|---|---|---|
| Move (BW) | Attack | Armor | Courage | Discipline |
| 6 | 6 | 2 | 5 | 4 |
| Special Rules | Phalanx, Drilled, Counter-charge | | | |

## Drilled Hoplites

Most hoplites were citizen-soldiers called from the fields and crafts to fight for their city-state. They provided their own equipment and weaponry. They would hone their bodies in the *gymnasia* and practice their fighting craft on the drill fields of the city-state. Despite being citizen-soldiers, the hoplites from the larger city-states such as Athens, Thebes, Corinth, and Argos were well-trained warriors.

| Drilled Hoplites | | | Points | 10 |
|---|---|---|---|---|
| Move (BW) | Attack | Armor | Courage | Discipline |
| 6 | 4 | 2 | 5 | 3 |
| Special Rules | Phalanx, Drilled, Counter-charge | | | |

## Militia Hoplites

The militia hoplites were also citizen-soldiers. However, they typically came from the less militaristic and smaller city-states. These would frequently be the allies in a hoplite army, and frequently placed on the left-wing of the phalanx. Good examples of militia hoplites are the Thespians at Thermopylae, the Corcyran to Athens, etc.

| **Militia Hoplites** | | | **Points** | **8** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 5 | 3 | 2 | 4 | 2 |
| **Special Rules** | Phalanx, Counter-charge | | | |

## Light Hoplites

The Athenian general Iphicrates is credited with creating the reforms in military equipment and technique that allowed for a lighter and faster moving hoplite. It is unclear if these were up-armored peltasts, stripped down hoplites, or actually marines used on-board triremes. These troops were more mobile than heavily-armed hoplites and could disrupt the lighter armed peltasts.

| **Light Hoplites** | | | **Points** | **8** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 6 | 3 | 2 | 4 | 3 |
| **Special Rules** | Phalanx, Drilled, Pursue | | | |

## Macedonian Phalanx

To the north of the Greek mainland was the “barbarian” kingdom of Macedonia. In 338BC, the Macedonian King Phillip the II led his new army south and defeated and unified his Greek brothers. His phalanx units reduced the size of the shield and lengthened the spear. Instead of a shield wall, his phalanx was a wall of spear tips.

| **Macedonian Phalanx** | | | **Points** | **10** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 6 | 5 | 2 | 5 | 3 |
| **Special Rules** | Phalanx, Drilled, Counter-charge | | | |

A Macedonian Phalanx stands ready

## Elite Infantry

Elite infantry were military units that were skilled, battle hardened warriors. However, they did not have the tradition of heavy infantry found in Greece. The best example would be the Persian Immortals of Xerxes.

| **Elite Infantry** | | | **Points** | **10** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 6 | 5 | 2 | 5 | 4 |
| **Special Rules** | Counter-charge | | | |

## Drilled Infantry

Drilled infantry were dedicated infantry soldiers armed with armor, shields, and hand weapons. However, they were not true heavy infantry as their equipment was mostly linen and wicker as opposed to heavier metal. Again, the Persian *Sparabara* is the best example of this type of infantry.

| **Drilled Infantry** | | | **Points** | **8** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 6 | 4 | 2 | 5 | 3 |
| **Special Rules** | Counter-charge | | | |

## Warband Infantry

Warband infantry are the irregular infantry called up to add numbers rather than skill. Such forces were common for barbarian hill-tribes, but even the mighty Persian army used such troops. They have light or no protective equipment, and their weaponry is basic and crude.

| **Warband Infantry** | | | **Points** | **6** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 7 | 3 | 1 | 4 | 1 |

# Missile Infantry

## Psiloi

The *psiloi* are the lightest armed troops in the Greek armies. They were primarily a missile equipped skirmisher force. They could be armed with javelins, slings, darts, and sometimes only rocks. They had little or no armor, and occasionally went to battle naked. Not all *psiloi* were willing, as the Spartans used their Helot slaves to fill these roles. Athens would often draft oarsmen and other sailors into the role as well.

| **Psiloi** | | | **Points** | **2** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 8 | 2 | 1 | 4 | 2 |
| **Shoot** | 3 (6BW) | | | |
| **Special Rules** | Evade, Move and Shoot, Skirmisher | | | |

## Peltast

Peltasts were a semi-professional group of light skirmishers. They were frequently armed with javelins, a tunic, light hand weapons, and their signature was a small crescent shaped shield called a *pelte.* Thrace provided the most famous peltasts. Peltasts would protect the flanks of a phalanx and also range ahead and harass enemy formations.

Psiloi head into battle

| **Peltasts** | | | **Points** | **4** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 7 | 3 | 1 | 5 | 3 |
| **Shoot** | 3 (6BW) | | | |
| **Special Rules** | Evade, Move and Shoot, Skirmisher, Pursue | | | |

## Archer/Slinger

The most famous archers were the Cretans, and the most famous slingers were the Rhodians. Neither of these groups were mainland city-states. On mainland Greece, the use of missile weapons by warriors was frowned upon. However, that was not the case on the islands of Crete and Rhodes.

| **Archers/Slingers** | | | **Points** | **4** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 8 | 1 | 1 | 4 | 2 |
| **Shoot** | 4 (12BW) | | | |
| **Special Rules** | Evade, Skirmisher | | | |

# Cavalry

## Cavalry

Greece is terrible pasture land. Only the wealthiest from the best land could afford to raise horses. As a result, cavalry forces were rare. The most famous horsemen in Greece were from Thessaly. The Athenian cavalry was also impressive for being able to field about 1,000 horsemen.

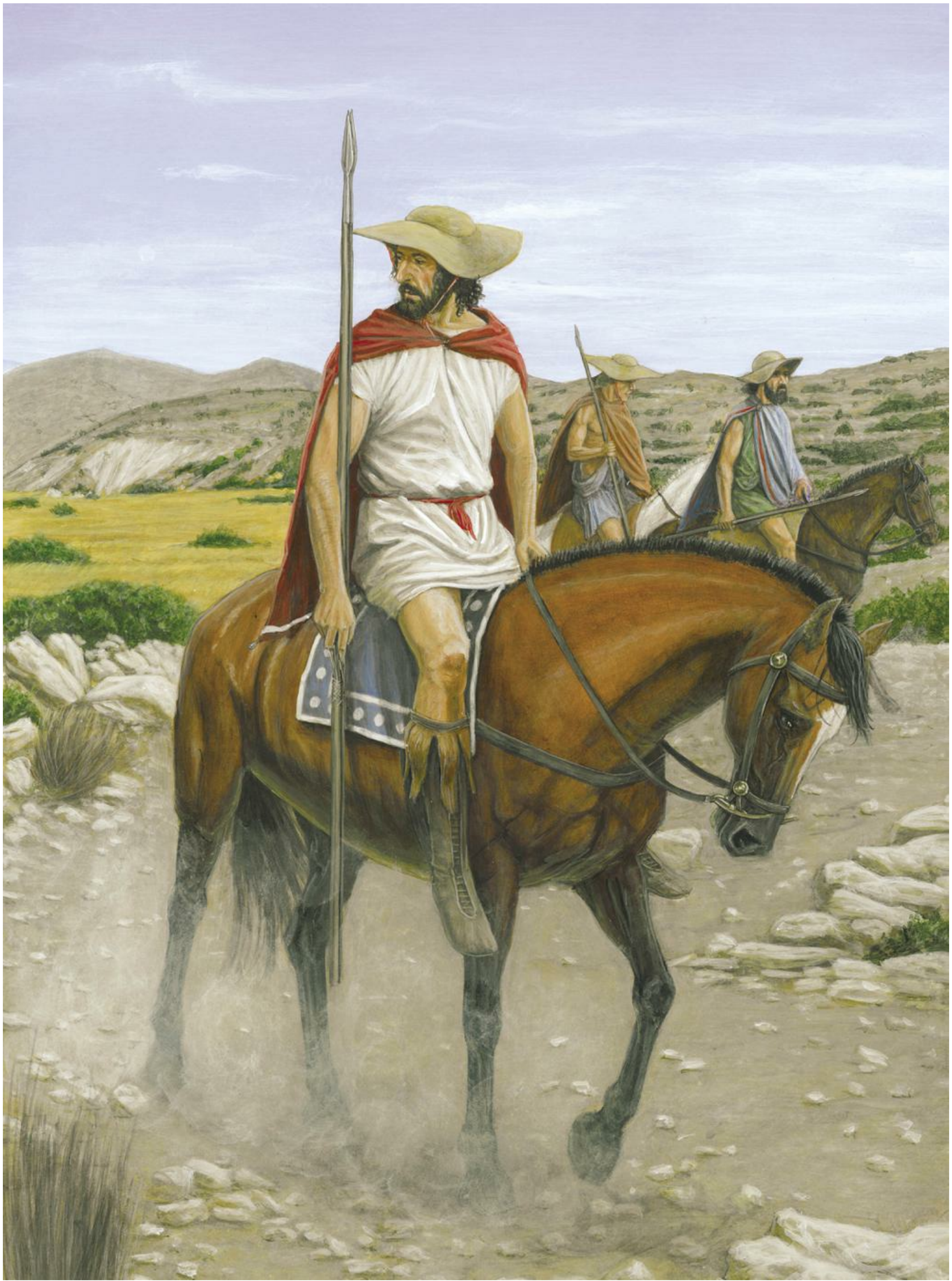
The stirrup had not been invented so troopers had to grip the horse with their thighs. Typically, they were lightly armed, and were primarily used as scouts, skirmishers, and to harass fleeing enemies. The javelin was the most common cavalry weapon.

| **Cavalry** | | | **Points** | **8** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 12 | 2 | 1 | 4 | 2 |
| **Shoot** | 2 (6BW) | | | |
| **Special Rules** | Evade, Pursue, Move and Shoot | | | |

## Heavy Cavalry

In addition to an upgraded phalanx, Phillip the II of Macedon also brought a heavier style of cavalry fighting. Instead of just providing his horsemen with linen he gave them breastplates and helmets. He also encouraged his cavalry to attack aggressively. They were the noble companions to the King himself.

| **Heavy Cavalry** | | | **Points** | **12** |
|---|---|---|---|---|
| **Move (BW)** | **Attack** | **Armor** | **Courage** | **Discipline** |
| 10 | 4 | 2 | 5 | 4 |
| **Special Rules** | Counter-charge, Evade, Pursue | | | |



Tarentine horseman by Seán Ó'Brógáin © Osprey Publishing. Taken from Warrior 130: *Tarentine Horseman of Magna Graecia*

# Lines of Battle

Use the following lists to build your Historical forces for *Men of Bronze*. The Lines of Battle help to choose the appropriate units for your Historical forces. Check the scenarios for starting point cost for a force.

Each Line of Battle will have an entry with a number. The number indicates the limit of that unit you can take in the army. If an entry says 1+ your army must have at least one of these units in it. If it is 0+ any number of that unit may be taken. If a unit is not on the list, it cannot be chosen.

## Athenian

0–1 Elite Hoplite
1+ Drilled Hoplite
0+ Militia Hoplite
0–2 Light Hoplite
0–4 Psiloi, Peltasts, Archers/slingers
0–3 Cavalry

## Spartan

1+ Elite Hoplites
0+ Drilled Hoplites
0–2 Militia Hoplites
0–2 Psiloi
0–1 Cavalry

**** 1 Phalanx can add +2 Courage for +2 Points. This unit must also be visibly larger than a normal Hoplite unit. For 28mm models, this can be accomplished by adding a third rank of Hoplites.***

## Theban

0–1 Elite Hoplite
1+ Drilled Hoplite *
0+ Militia Hoplite
0–3 Psiloi, Peltast, Archer, Slingers
0–2 Cavalry

## Corinthian or Argive

0–1 Elite Hoplite
0–2 Drilled Hoplite
1+ Militia Hoplite

0–3 Psiloi, Peltasts, Archers, Slingers
0–2 Cavalry

## Greek City-states

0–2 Drilled Hoplite
1+ Militia Hoplite
0–3 Psiloi, Peltasts, Archers, Slingers
0–1 Cavalry

## Greek Mercenaries

1+ Drilled
0–4 Psiloi, Peltasts, Archers, Slingers
0–1 Cavalry
0–2 Light Hoplites

Psiloi prepare to harass a phalanx

## Persians

1+ Sparabara – Drilled Infantry (Only 1 Sparabara for every 1 Archer unit)
0+ Peltasts, Psiloi, Slingers
1+ Archers
0+ Warband Infantry
0–1 Elite Infantry
0–4 Cavalry
0–1 Drilled Hoplites (Mercenaries)

## Barbarian Tribes

0–2 Drilled Infantry
1+ Peltasts, Psiloi, Archers, Slingers
1+ Warband Infantry

0–2 Cavalry

## Phillip of Macedon

1+ Macedonian Phalanx
0–2 Light Hoplites
0–4 Psiloi, Peltasts, Archers, Slingers
0–4 Cavalry
0–1 Heavy Cavalry

# Sample Armies

Below you can see Sample Armies built from the Lines of Battle provided. They give you an idea of what your force could look like. They are all built to a 38-point force. They range from 5 to 8 units each. That is about 50 to 80 models per army if you are using 28mm models with the guidelines in the Basing and Models section..

## Spartans

| | | |
|---|---|---|
| 2 Elite Hoplites | 24 | Points |
| 1 Drilled Hoplites | 10 | Points |
| 2 Psiloi | 4 | Points |
| Total | 38 | Points |

## Athenians

| | | |
|---|---|---|
| 1 Elite Hoplite | 12 | Points |
| 1 Drilled Hoplite | 10 | Points |
| 1 Militia Hoplite | 8 | Points |
| 2 Peltasts | 8 | Points |
| Total | 38 | Points |

## Corinthians

| | | |
|---|---|---|
| 2 Drilled Hoplites | 20 | Points |
| 1 Militia Hoplite | 8 | Points |
| 1 Psiloi | 2 | Points |
| 1 Archers | 4 | Points |
| 1 Peltast | 4 | Points |
| Total | 38 | Points |

## Thebans

| | | |
|---|---|---|
| 1 Elite Hoplites | 12 | Points |
| 1 Drilled Hoplite | 12 | Points (has +2 Courage) |

| | | |
|---|---|---|
| 1 Drilled Hoplite | 10 | Points |
| 2 Psiloi | 4 | Points |
| Total | 38 | Points |

## Persians

| | | |
|---|---|---|
| 3 Archers | 12 | Points |
| 3 Drilled Infantry | 24 | Points |
| 1 Psiloi | 2 | Points |
| Total | 38 | Points |

## Macedonians

| | | |
|---|---|---|
| 2 Macedonian Phalanx | 20 | Points |
| 1 Light Hoplites | 8 | Points |
| 2 Peltasts | 8 | Points |
| 1 Psiloi | 2 | Points |
| Total | 38 | Points |

## Hill Tribe Barbarians

| | | |
|---|---|---|
| 1 Drilled Infantry | 8 | Points |
| 3 Warband Infantry | 18 | Points |
| 2 Peltasts | 8 | Points |
| 2 Psiloi | 4 | Points |
| Total | 38 | Points |

# Battles

During the Classical Greek period warfare changed. In the beginning, most battles took place in the space of a few hours, and the decisive result of the battle would lead to the end of the war. As the period progressed, longer and longer campaigns were developed. No longer did the phalanxes simply find a convenient flat space of land and face off.

Players of *Men of Bronze* could easily recreate a classical phalanx battle and simply line-up and attack. There are many such battles in history, with many of the details lost to us by time. This is a perfectly acceptable, and historically accurate, way to play the game. For your first few games, this method is recommended.

However, many players wish to do more with their battles. They want objectives to be achieved and complications to be overcome.

To set-up a battle, complete the following steps:

1. Determine Scenario
2. Discover Complications
3. Identify Attacker/Defender
4. Choose Army Lists
5. Set-up terrain
6. Deploy Forces

The Spartan arrival in Syracuse by Peter Dennis © Osprey Publishing. Taken from Campaign 195: *Syracuse 415–13BC*

# Scenarios

Players can use any manner they wish to determine the scenario to be played. The easiest method is to simply have one player roll a d6 and consult the chart below:

1. Decisive Battle
2. Ravage the Countryside
3. Stop Them from Escaping!
4. Desecrate the Sacred
5. Ambush
6. Decisive Battle

The following is the details of each Scenario for *Men of Bronze*. They are composed of the following elements:

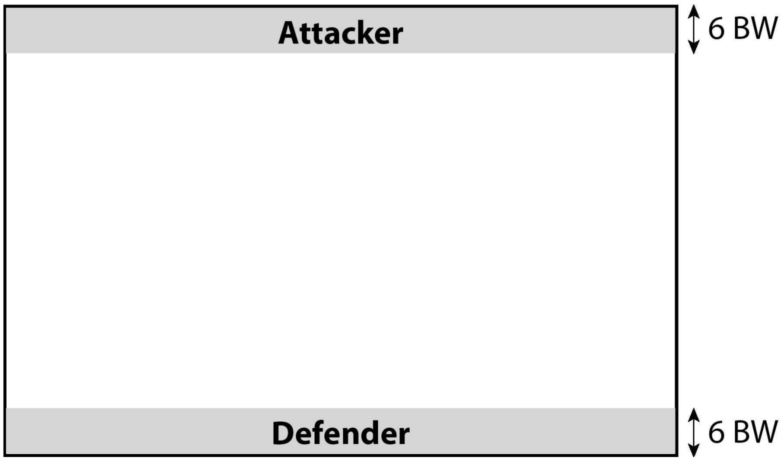
- Name – Name of the Scenario
- Description – A brief description of the scenario
- Set-up – A quick description of deployment and special terrain needs
- Special Rules – Any special rules for the game

- Victory – Ending the scenario and determining the winner

The Greek left storming the Persian camp at Mycale by Peter Dennis. © Osprey Publishing. Taken from Campaign 239: *Plataea 479BC*

## Scenario 1: Decisive Battle

This was the most common form of battle in the Classical Greek world. The two sides would find agreeable ground where their forces could meet, line-up on opposite sides, and then commence the battle. The first side to collapse would be the loser.



*Map layout for Scenario 1: Decisive Battle*

## Set-Up

Each army would line-up on opposite long table edges up to 6 Base Widths in. Phalanx units can deploy in phalanx.

## Special Rules

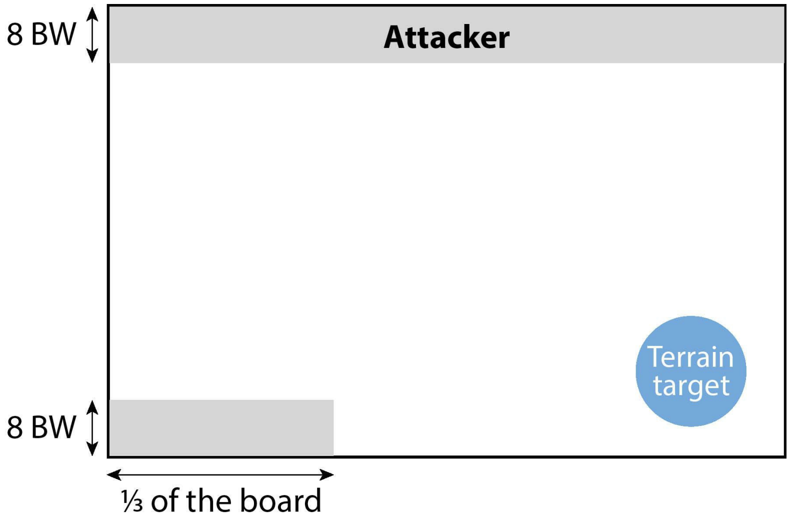
Each army should be of roughly equal points, with no greater difference than a single point. Standard games are 38 points.

## Victory

The game lasts until one side has no units left on the board. The player with units still deployed wins the scenario.

# Scenario 2: Ravage the Countryside

Siege technology was not very advanced, and if an enemy chose to hide behind their walls there was little an attacker could do about it. Frequently, they would try to force the attacker out by ravaging their countryside instead. Sometimes, the destruction would draw the enemy out into a battle.



*Map layout for Scenario 2: Ravage the Countryside*

## Set-up

The Attacker nominates one terrain piece on the opposite side of the board from his deployment zone. He is attempting to ravage that terrain. He is deployed on the opposite long board edge as the terrain up to 6 Base Widths in from the edge. Phalanx units may deploy in Phalanx.

The defender begins in the opposite corner of the board, away from the terrain. They may also deploy 8 Base Widths in. Any units that cannot be deployed are in reserve.

## Special Rules

Units that are in reserve can be deployed into the deployment zone in each subsequent turn after the first. The defending player nominates the unit they wish to deploy and make a successful Discipline check. The unit maybe placed anywhere in the deployment zone, but that is considered their move.

If the discipline check is failed, the unit may not deploy and bottlenecks the remaining units behind it. No more reserve deployments can be made.

The defender may deploy as many reserves as can fit in the Deployment zone. Once the deployment zone is full, no more reserves can deploy.

The Defenders can outnumber the Attackers in this scenario by up to 25%. The standard size game is 30 points for the Attacker, and 38 for the Defender.

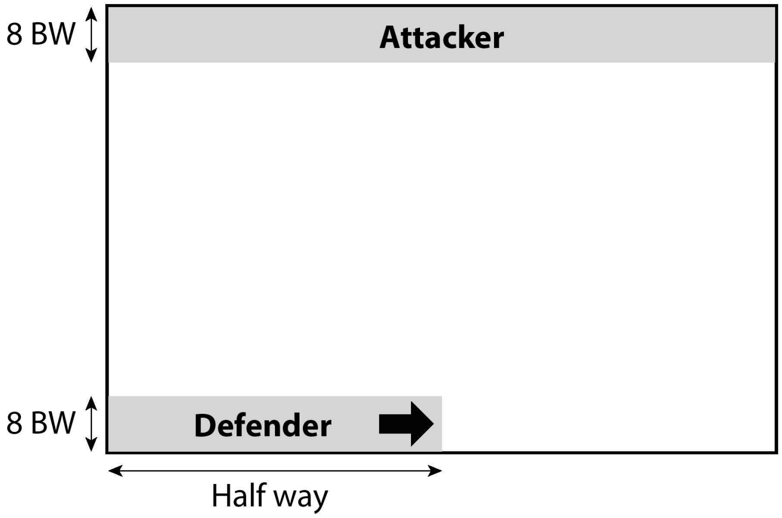
## Victory

If the Attacker gets a unit into the designated terrain and stays there for 1d3 turns they will be the winner. The number of turns is rolled when the unit enters the terrain, each additional unit in the terrain reduces the result roll by 1.

The defender wins if they manage to Collapse the attacker or stop them from ravaging the terrain.

# Scenario 3: Stop Them From Escaping

If a phalanx was outnumbered, outmaneuvered, or simply lost heart they would flee towards the gates of their city-state and safety. This could happen even before a proper engagement was fought. In such a situation, the attackers would need to press their attack home and try to cut-off the fleeing enemy.



*Map layout for Scenario 3: Stop Them From Escaping*

## Set-up

The Attackers are deployed on the long board edge up to 8 Base Widths in. The defender is deployed on the opposite board edge, facing the short table edge up to 8 Base Widths in from the edge and up to half way across the board.

## Special Rules

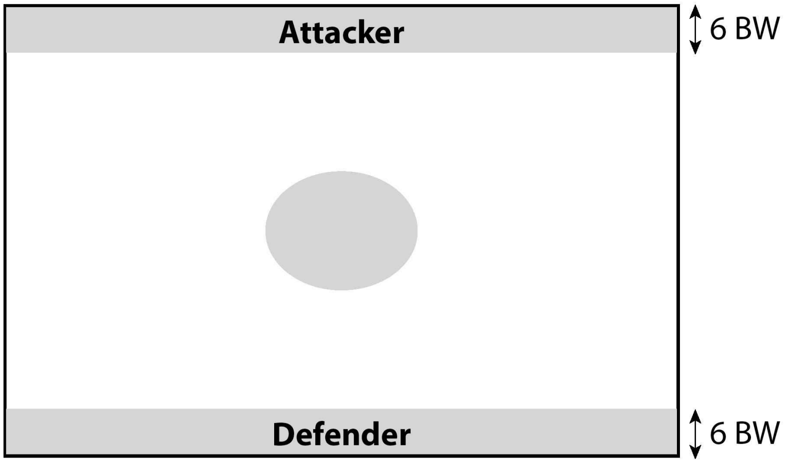
None. The Attacker should have up to 25% more points than the Defender in this scenario. The standard size is 30 points for the Defender and 38 for the Attacker.

## Victory

The defender is attempting to get as many units off the opposite short board edge as possible. Each unit that moves off the short board edge is considered safe, but may not return to the battle. If more than half of the Defenders Points escape, they are the victor. If less than half escape, then the Attacker is the winner. The Defender can also win by routing the Attacking force.

# Scenario 4: Desecrate the Sacred

Most city-states had patron gods and goddesses who were supposed to look out for the welfare of the city-state. The ancient Greeks took religion very seriously and even tried to weaponize it. In this case an army is targeting the temple of the patron god of their rival. It is up to the loyal followers to defend it.



*Map layout for Scenario 4: Desecrate the Sacred*

## Set-up

The Attackers are placed along a long table edge up to 6 Base Widths in. The Defenders are on the opposite side also deployed up to 6 Base Widths in. Phalanx units can deploy in Phalanx.

The center of the board is placed an item of terrain no bigger than 12 Base Widths across in any dimension. The Defender may choose to place one unit in their army anywhere within 3 Base Widths of the sacred space.

## Victory

If the Attacker gets a unit into the designated terrain and stays there for 1d3 turns they will be the winner. The number of turns is rolled when the unit enters the terrain and each additional unit in the terrain reduces the result roll by 1.

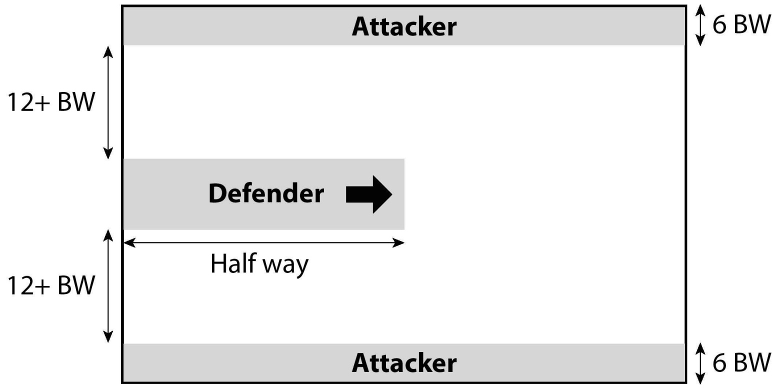
The Defender wins if they manage to Collapse the Attacker or stop them from desecrating the sacred.

# Scenario 5: Ambush

Most Classical Greek battles were straight up fights where both sides knew who the enemy was, and where they were. However, they were not above the occasional bit of treachery or deceit.

## Set-Up

The Defender is placed in a column from the short board edge until the half-way point of the board. Attackers can be placed anywhere on either long board edge up to 6 Base Widths in. The Attacker cannot be 12 Base Widths or closer to a Defender.


Attacker
6 BW
12+ BW
Defender
Half way
12+ BW
Attacker
6 BW

*Map layout for Scenario 5: Ambush*

## Special Rules

None. The two sides should be of roughly equal points. The standard game is 38 points.

## Victory

The game lasts until one side has no units left on the board. The player with units still deployed wins the scenario.

Hoplites Rout By Peter Dennis © Osprey Publishing. Taken from Campaign 195: *Syracuse 415–13BC*

# Complications

Complications are wrinkles and twists that may hamper the plans of mere mortals. Each Scenario may have an additional set of Complications. Roll 2d6 (have each player roll a single d6) and add the result together, then consult the chart below:

| Battle Complications Table | |
|---|---|
| **2d6 roll** | **Complication** |
| 2 | Bad Omens |
| 3 | Attack at Dawn |
| 4 | Delayed Units |
| 5 | Dusty |
| 6 | Hungry and Thirsty |
| 7 | No Complications |
| 8 | Bad water |
| | |

| | |
|---|---|
| 9 | Glare |
| 10 | Herd of Goats |
| 11 | Bad Weather |
| 12 | Dusk Approaches |

Complications impact the scenario and provide additional tactical and strategic considerations for the player. Adding a Complication can change some of the established factors in the game and force you to change your standard tactics.

The following is the details of each Complication for *Men of Bronze*. They are composed of the following elements:

- Name – Name of the Scenario
- Description – A brief description of the Complication
- Special Rules – Any special rules for the game

## Bad Omens

The Ancient Greeks were a religious and devout people. They would take the Omens before battle and try to augur the future. They did not wish to go against the will of the gods! Bad Omens before a battle will demoralize troops.

## Special Rules

Before the battle, each unit makes a Discipline Check looking for a 4+ Target Number. If passed, the unit will fight as normal. If failed, the unit will suffer the effects of Bad Omens.

All Discipline Checks have a Target Number of 5+ for this unit. Bad Omens may impact multiple units on both sides of the board at once.

## Attack at Dawn

Night attacks were exceedingly rare in Ancient warfare. However, it was not uncommon to try and time your attack for the early morning so as to catch your opponent off guard and limit the effectiveness of their missile fire.

## Special Rules

Visibility in the early dawn hours is limited as the sun rises. Line of Sight for missile weapons is reduced to half until the sunrises. The Attacker rolls a d6 at the end of the End Phase for each Turn.

A roll of 4+ means that the sun has risen and missile ranges are returned to normal, no more rolls need to take place.

Peltasts take cover amidst the ruins of a temple.

## Delayed Units

Travel in Classical Greece was difficult and military units would not always arrive to a battle on time. Some city-states would not deploy unless the omens were right, or not even leave the city-state on religious holidays. This would cause them to miss battles.

## Special Rules

Before the battle, each unit makes a Discipline Check looking for a 4+ Target Number. If passed, the unit will be ready to deploy. If failed, the unit cannot deploy on the board. Instead they are placed in reserve.

Units that are in reserve can be deployed into the deployment zone in each subsequent turn after the first. The player nominates the unit they wish to deploy and make a successful Discipline Check. The unit maybe placed anywhere in the deployment zone, but that is considered their move.

If the discipline check is failed, the unit may not deploy. No more reserve deployments can be made this turn.

## Dusty

Greece is a dry place. Large bodies of troops would move around and kick-up clouds of dust that would cling to the battlefield. This makes it difficult to see and fight.

## Special Rules

Dusty battlefields allow all units that move to gain +1 Armor against shooting attacks.

## Hungry and Thirsty

Soldiers could carry very little food and water with them while on campaign. Instead, armies tended to live off the land. However, such logistic support was often unreliable.

## Special Rules

Before the battle, each unit makes a Discipline Check looking for a 4+ Target Number. If passed, the unit fight as normal. If failed, the unit will make Attack rolls with a Target Number of 5+ instead of the normal 4+.

## No Complications

This battle has no complications. Play as normal.

## Special Rules

None

## Bad Water

Good water supplies are critical for any army. Not all sources of water are good, and bad water will make men and horses sick and sluggish.

## Special Rules

Any Unit must pass a Discipline Check before they can be Activated, looking for a Target Number of 4+. If successful the unit can act as intended. If failed, the unit cannot be activated and will not be able to move, charge, or shoot.

Units engaged in a Melee do not need to make this test. They will fight as normal.

Psiloi and Archers take a heavy toll on the advancing hoplites.

## Glare

A bright sun glows down on the battlefield and makes everyone squint. Bright sun tended to glitter, shine, and glare off the bright bronze armor of Ancient Greek armies. This can be very distracting to Shooting units.

## Special Rules

Shooting units only earn Hits with shooting with a target number of 5+.

## Herd of Goats

Goats were a staple livestock of Ancient Greece. They were gathered together into large herds tended by a few shepherds. As the armies approach, the shepherds run off to safety, but the goats are left to mill about and get in the way.

## Special Rules

The herd of goats is represented by a template that is 3 Base Widths in diameter. The template is placed in the center of the board.

In each End Phase, the template moves a random direction up to 1d3 Base Widths. The attacker rolls a 2d6 and using the number rolled as the numbers on a clock. The 12 is considered to face where the Defender is standing.

The goats block Line of Sight for shooting. In addition, they cannot be charged through, they can only be moved through. Moving through the herd of goats counts as moving through Difficult terrain.

## Bad Weather

Weather was unpredictable and often seen as the will of the gods. Rainstorms, storms, showers, and other bad weather could turn a battlefield into a messy quagmire quickly and limits visibility.

### Special Rules

The ground in bad weather quickly becomes soggy and bogs down troops. All movement is reduced by 1 Base Width, even random movement rolls. In addition, all units receive a +1 armor against Shooting attacks.

## Dusk Approaches

Battles would occur at all hours of the day. A long march, eating a meal, or good omens could trigger a battle to occur later in the day. Sometimes, the approach of dusk would limit the combat.

### Special Rules

The Attacker rolls a d6 at the end of the End Phase.

A roll of 4+ means that the sun has begun to set, and the effects of the setting sun have come into play. Visibility in the early dusk hours is limited as the sun sets. Line of Sight for missile weapons is reduced to half until the sunset.

In addition, the battle will only last two more turns. When those turns are complete, night is considered to have fallen. The battle is considered over. Look at the victory conditions for the scenario as normal.

# Identify Attacker/Defender

Players can use any method they wish to determine Attacker/Defender. However, if the players cannot decide each player rolls a d6. The player with the highest score is the attacker.

# Choose Army Lists

At this point, each side can now choose their Army List based on the requirements laid out by the Scenario. The list is public information and should be shared upon request by the other player.

# Set Up Terrain

Each Scenario will have some general guidelines for setting up terrain. Players can choose to set-up terrain using any method they wish. If a mutual agreed upon method cannot be determined, use the following method to place terrain on the table.

Mentally divide the board into a grid using 2’ x 2’ sections. 4’ x 4’ foot boards will have 4 grids to fill, 6’ x 4’ boards will have 6 grids to fill, etc.

For each grid space, each player takes turns rolling a d6 and consulting the chart below to place terrain. The first player to roll is the attacker. The first player points to a grid space they wish to place terrain in and roll. Each grid space can only be rolled for once.

| Terrain Table | |
|---|---|
| **Die Roll** | **Terrain** |
| 1 | No additional terrain |
| 2 | 1 level hill |
| 3 | Swamp, pond, or spring |
| 4 | Grove of trees |
| 5 | Stone wall |
| 6 | 2 level hill |

Each item of terrain must be able to fit completely in the 2'x2' grid space. Otherwise there is no limit on the terrain size, it is up to the player and what is available. The player who rolled the terrain can place it anywhere they wish in the grid space, as long as it is completely in the space.

*For example, two players are going to have a battle on a 4x4 board. They divide it into 4 grids. Phil is the attacker and points at grid space 1 and rolls a 4; a grove of trees. Phil places the Grove.*

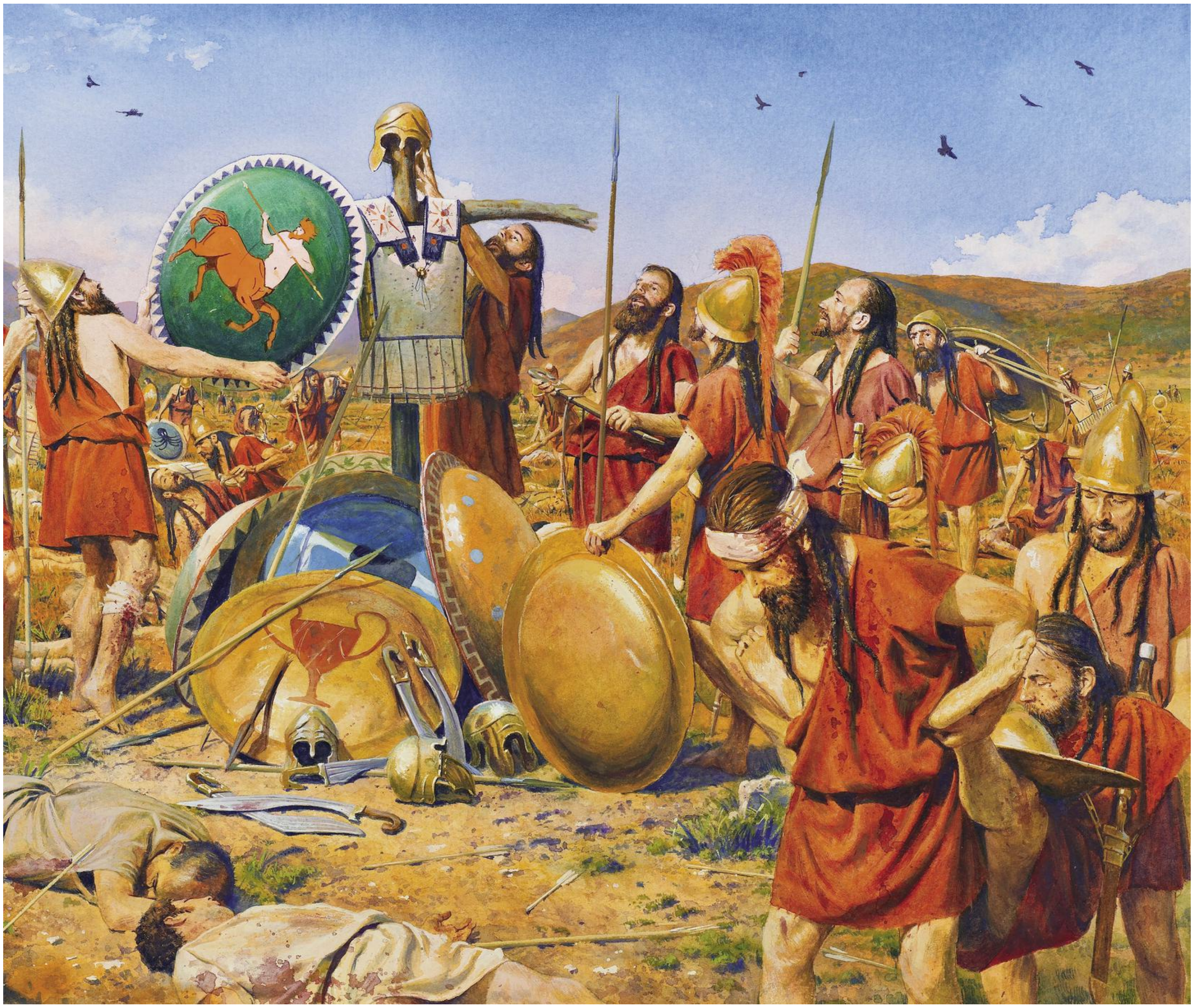
*Olive is the defender. She chooses grid Square 3 and rolls a 5+; a stone wall. She places the wall. Phil goes next and chooses grid space 2 and gets a 1; no terrain. Olive chooses the last grid space and rolls a 3; swamp/pond/or spring which she places.*

# Deploy Forces

The last step is to deploy your units on the battlefield. The scenario rules will cover this in more detail. Players can choose to deploy using any method they wish. If a mutually agreeable method cannot be decided upon, use the following method.

The attacker chooses a unit and deploys it per the scenario rules. The defender can then place a single unit. The two trade-off until all units are deployed. If one side has more units than another, the side with more units simply continues placing them until they have all been deployed.

Congratulations, you are now ready to begin playing.



After battle by Steve Noon © Osprey Publishing. Taken from Warrior 163: *Spartan Warrior 735–331 BC*

# Historical Scenarios

The following are the details for playing Historical Scenarios using *Men of Bronze*. They are composed of the following elements:

- Name – Name of the Scenario
- Description – A brief description of the scenario
- Set-up – A quick description of deployment and special terrain needs
- Special Rules – Any special rules for the game
- Victory – Ending the scenario and determining the winner

## Battle of Marathon

The Battle of Marathon is often considered one of the most decisive battles in the Western world. It was the initial battle between the Persians and Classical Greeks. It was one of the key engagements in the Greco-Persian Wars that defined Ancient Greek culture and still shapes the Western world.

The Greek city-states on the Coast of Asia Minor in Ionia revolted against Persian rule. The Athenians and Eretrians sent aid to the rebels, who had limited success. However, King Darius of the Persians soon turned his attention back on the Ionian rebels and crushed them.

Despite his victory, King Darius vowed to burn Athens to the ground. To make good on this threat, he sent an expedition to Greece. They landed on the Plains of Marathon. There they were met by the Athenian army and their Plataean allies.

### Forces

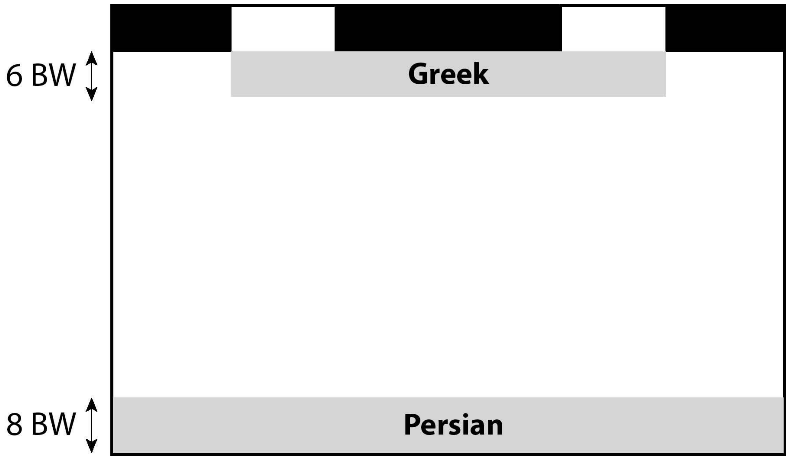
By Necessity, these forces are a bit of an abstraction to meet the needs of the game.

### Greek Forces

1 Drilled Hoplite – 10 Points
2 Militia Hoplites – 16 Points
Total = 26 Points

### Persian Forces

3 Archer Units – 12 Points
1 Drilled Infantry – 8 Points
1 Warband Infantry – 6 Points
Total = 26 Points



*Scenario layout for the Battle of Marathon*

## Set Up

The board can be 4’ x 4’ up to 6’ x 4’. One long board edge should represent the ocean or beach. This is the Persian board edge. The other board edge should be a rocky or hilly terrain that is Impassable, with only two clear passes leaving the battlefield. This is the Greek side of the battlefield.

The Greeks can deploy anywhere from the front of the passes and across the plain up to 6 Base Widths in from the passes. They may deploy in or out of Phalanx.

The Persians may deploy on their side of the board. They may deploy up to 8 Base Widths in from their own board edge.

## Special Rules

No special rules or complications are used in this battle.

## Victory

The Persian mission is to move 1+ unit off the enemy board edge through one of the passes or completely destroy/rout the Athenians. The Athenians win if they rout the Persian force completely. All other outcomes are a draw.

# Battle of Thermopylae

The Battle of Thermopylae is a famous engagement during the Second Greco-Persian War that has reached near mythical proportions. It has been the subject of books, movies, artwork, and more. It is an event seared into the hearts and minds of Western Civilization.

The Persian king Xerxes amassed a huge army to conquer Greece for their efforts in the Ionian Revolt and at Marathon. This huge army crossed over into Europe and marched through Thrace towards the Greek City-states. The Greeks decided to fight back against the Persians by simultaneously holding them on land at Thermopylae and on the sea at Artemisium. The two locations served as narrow channels to force the huge Persian forces to fight piecemeal.

The battlefield sacrifice at Plataea, 479BC by Steve Noon. © Osprey Publishing. Taken from Warrior 163: *Spartan Warrior 735–331BC*

The battle at Thermopylae lasted 7 days, with three days of fighting. The end saw the Persians sustaining heavy losses, but ultimately forcing the pass and killing the Greek rearguard defenders led by the Spartan King Leonidas. Meanwhile, much of the Greek force escaped to fight another day.

Persian frontal assaults in the pass had proven indecisive. Only the betrayal of a fellow Greek showed the Persians how to bypass the gate at Thermopylae and the Greek defenders. Once the Persians had bypassed the defenders, King Leonidas had the majority of the Greek force withdraw while the Spartans, Thebans, and Thespians held the pass.

This scenario will focus on the final day of the fighting at Thermopylae.

## Forces

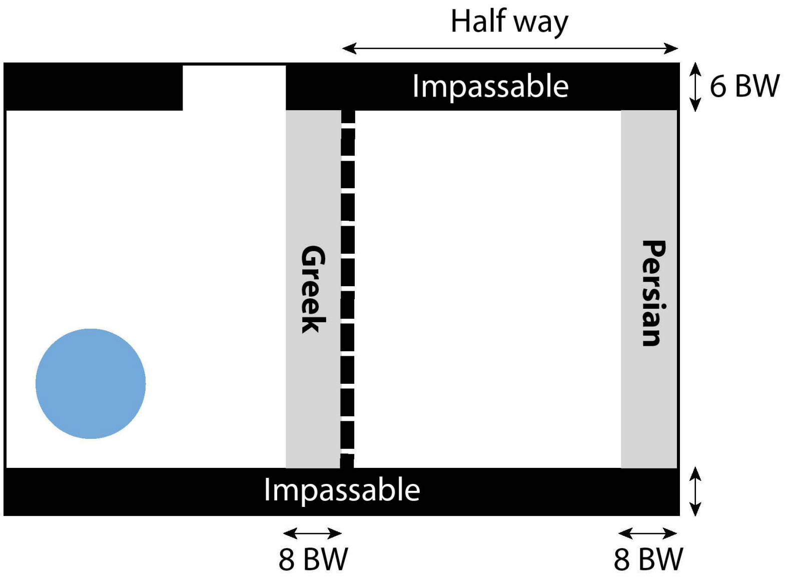
This is an approximation of the forces involved in the battle to fit the needs of the rules. The Greeks will be outnumbered in this battle.

## Greek Forces

Spartan Phalanx – Elite Hoplites – 12 Points
Thespian Phalanx – Drilled Hoplites – 10 Points
Theban Phalanx – Drilled Hoplite – 10 Points
Spartan Helots – Psiloi – 2 Points
Total = 34 points

## Persian Forces

3 Archers – 12 Points
1 Elite Infantry – 10 Points
2 Drilled Infantry – 16 Points
2 Psiloi – 4 Points
Total = 42 Points



*Scenario layout for the Battle of Thermopylae*

## Set-up

The game is played on a 6’ x 4’ board going the long way. Both sides of the board are bordered by Impassable terrain, limiting the width of the center of the board to about 3 feet. At the mid-point of the board should be a difficult stone wall. On the Greek side of the wall should be a small, difficult hill. In addition, in the back half of the Greek board on one edge should be a small pass.

This is not an exact match to the actual terrain of Thermopylae, but is designed to fit the scenario.

Greeks deploy behind the wall up to 8 Base Widths behind the wall facing towards the Persian deployment zone. The Persians deploy up to 8 Base Widths from the board edge on their deployment size.

## Special Rules

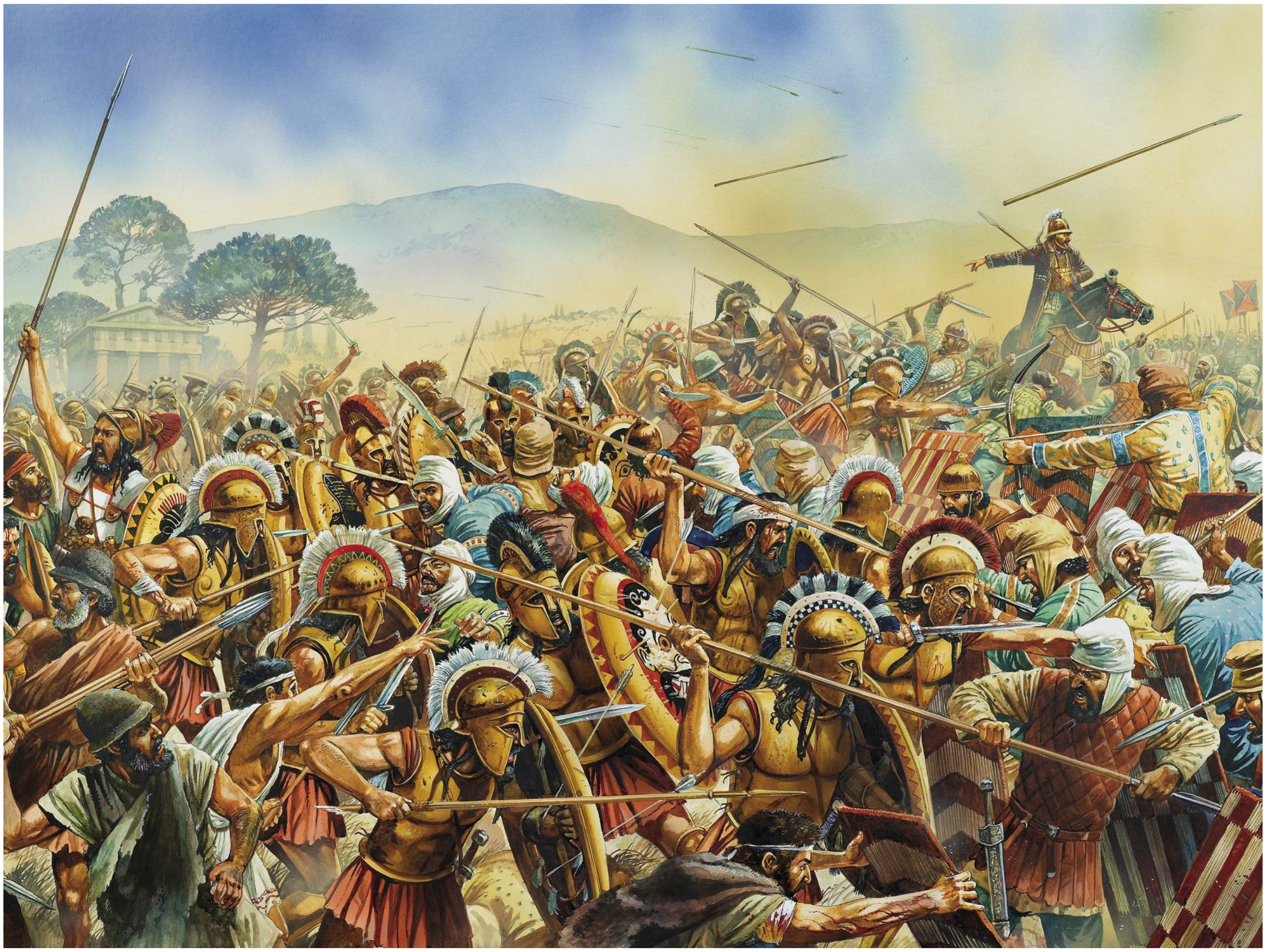
The Persian commander can "recycle" any destroyed unit in his army. At the beginning of his turn, he can choose to spend an Arete Point to bring a destroyed unit back onto the board on his deployment edge.

At the end of turn 4, the Persian commander may choose to "recycle" a unit by having them enter play at the small pass in the Greek rear instead of their own deployment zone.

The Greeks will not Collapse in this scenario.

## Victory

The game will last for 10 turns or all the Greeks are killed. If all Greeks are killed/Routed then the Persians are the winner. If at the end of Turn 10, the Greeks still have a remaining unit, the Greeks win.



‘The Most Glorious Victory Ever Known’ by Peter Dennis © Osprey Publishing. Taken from Campaign 239: *Plataea 479BC*

# Battle of Plataea

This battle was the decisive engagement of the 2nd Greco-Persian War. The Persians had won several battles and overrun much of Greece, but they had been thwarted at the Peloponnese at the Battle of Salamis. Afterwards, King Xerxes had to return to Persia. He left his General Mardonius to conclude the campaign and defeat the Greeks.

However, the free Greeks managed to field a huge army and march forth. Mardonius had built a camp in central Greece and awaited his foes. Both armies watched and waited for the time to strike over the course of 11 days. The Greeks did not want to attack due to the terrain around Mardonius’ camp favoring his larger cavalry forces.

After several successful Persian raids disrupted the Greek supply lines, the Greeks decided to withdraw to better ground. This withdrawal became disordered, and Mardonius sallied out to try to take advantage of the confusion. He believed that the Greek coalition was splintering politically.

The initial Persian attacks were relatively successful. The Greek response was disjointed as the Athenians were engaged by the Thebans, the Spartans by the Persian

Sparabara, and other Greeks continues to draw back to Plataea unaware of the battle.

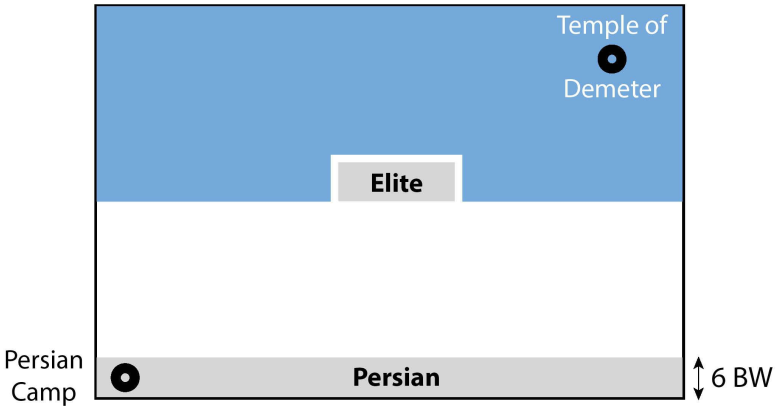
Eventually, after a bloody battle the Spartans and Athenians managed to best their foes. The turning point was when the Spartans managed to kill Mardonius. At this point, the Persian forces are said to have collapsed. Some withdrew from the battle while others retreated into their fortified camps. The Greeks pursued and broke into the camp and slaughtered the Persians inside.

Plataea turned from a potential political victory for the Persians into an utter and total defeat. The 2nd Greco-Persian War was over. The Persians had been expelled from Greek soil, never to return.

## Forces

## The Greeks

Spartan Phalanx – Elite Hoplites – 12 Points
Athenian Phalanx – Drilled Hoplites – 10 Points
Other City-States – Militia Hoplites – 8 Points
Spartan Helots – Psiloi – 2 Points
Athenian Peltasts – Peltasts – 4 Points
Greek Psiloi – Psiloi – 2 Points
Total = 38 Points



*Scenario layout for the Battle of Plataea*

## The Persians

1 Elite Infantry – 10 Points
1 Drilled Theban Hoplite – 8 Points

Cavalry – 8 Points
3 Archers – 12 Points
Total = 38 Points

## Set-up

This battle is played on a 6’ x 4’ board. The Greeks and Persians are on opposite long table edges. On the Persian side should be their fortified camp at one corner. On the opposite side should be a shrine to Demeter. The table should be bisected by a ridgeline. All terrain is difficult, but units on top of the ridgeline count as in the clear.

The Greeks should be deployed with the Elite Hoplites in Phalanx at the center of the board atop the ridgeline. The rest of the Greeks should be deployed around the Temple to Demeter within 6 Base Widths in open formation.

The Persians should be deployed on the opposite side on their board edge up to 6 Base Widths in. They can be in any formation.

## Special Rules

Bad Omens! – The Spartan Elite Hoplites are suffering from the Bad Omens Complication! They will be impacted turn 1, and test normally in subsequent turns. Once the Bad Omens test has been passed, they no longer will be impacted for the rest of the game.

## Victory

The game lasts 8 turns or until one side is destroyed/collapses. Standard victory conditions apply for a decisive battle.

# Battle of Sphacteria

During the Peloponnesian War, a Spartan force became trapped on the island of Sphacteria after a failed attempt to take an Athenian garrison at Pylos. This force was unable to be extracted as the Athenians controlled the approaches and the Spartans had lost parts of their fleet after Pylos.

The island itself was a long, thin island. An accidental fire set by Athenian sailors had denuded the island of vegetation. One night, the Athenians snuck a force of hoplites and Peltasts onto Sphacteria. The Peltasts took the rugged high ground and harassed the Spartan advance. The Spartan hoplites were unable to get to grips with their Athenian foes.

Eventually, they withdrew into prepared fortifications. However, Athenian light troops bypassed the defenses over rough terrain and attacked the Spartans. They were forced to withdraw and the fortifications were lost.

At this point, the Spartans knew they could not win. In frustration, they offered to negotiate. Eventually, the Spartan hoplites surrender to the Athenians. This was a shocking turn of events in the Greek world as no one believed that Peltasts could defeat hoplites, much less Spartan hoplites.

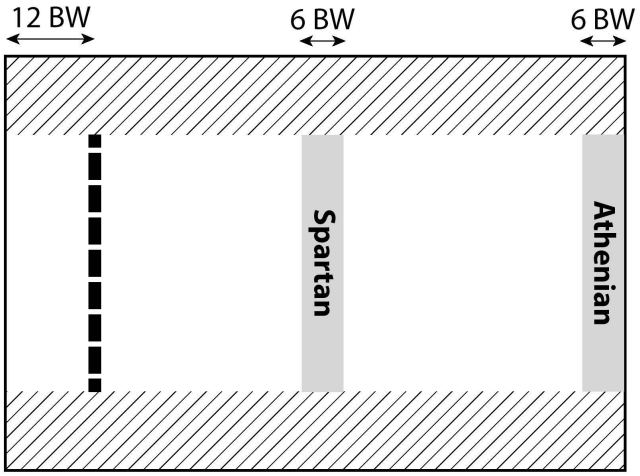
## Forces

### Spartans

1 Elite Hoplite – 12 Points
1 Drilled Hoplite – 10 Points
Total = 22 Points

### Athenians

1 Drilled Hoplites – 10 Points
2 Peltasts – 12 Points
2 Psiloi – 4 Points
Total = 26 Points



*Scenario layout for the Battle of Sphacteria*

## Set-Up

This game is played from short table edge to short table edge. One side is the Spartan side, with the other being the Athenian table edge. The edges of the table are lined with rugged terrain. The Spartan side has fortification about 12 Base Widths in from the Spartan side. All terrain is difficult. Units adjacent to the wall are considered to be in difficult.

The Spartan Hoplites are deployed in phalanx in the center of the board. The Athenians are deployed on the Athenian side up to 6 Base Widths in from the edge in any formation.

## Special Rules

Dust and Ash – After the fire consumed the limited vegetation on Sphacteria the loose earth and ash were easily kicked up by troop movements. This visibility extremely difficult and reduced the Spartan Hoplites ability to engage the Peltasts with a charge. Due to this, all Peltast units can use the Evade special rules without using an Arete Point.

## Victory:

This battle lasts 8 turns. The Spartans simply need to avoid collapse, rout, or destruction in this time frame. If they avoid destruction, collapse, or rout then they win. If not, the Athenians win.

# Battle of Leuctra

After their victory in the Peloponnesian War the Spartans were at the height of their power and prestige. With Athens toppled, Spartan influence was riding high. However, they soon faced a new challenger in the form of the city-state of Thebes.

Thebes created a coalition of other Boeotian allies and challenged Spartan hegemony in Greece. Of course, this led to open conflict. The Spartans went on the offensive and marched into central Greece and Boeotian territory. Soon, they met the Theban army at the plains of Leuctra.

The Theban army was smaller than the Spartan force. However, it did have the elite Theban Sacred Band with it. At first, the Theban generals were wary of attacking. However, a Theban named Epaminondas favored the attack, and had a new way to use his forces in mind.

## The Forces

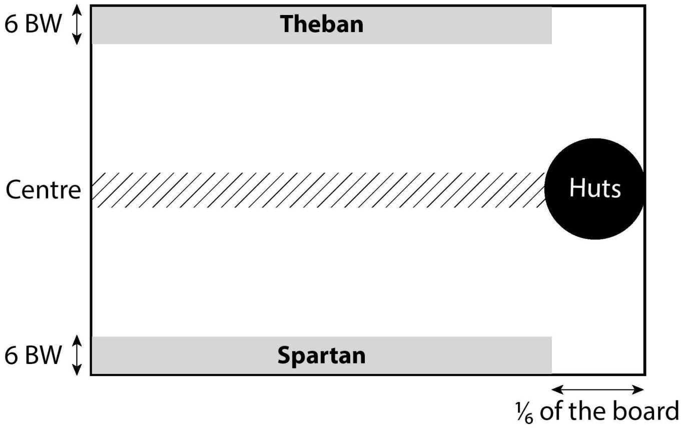
## The Spartan Alliance

1 Spartan Phalanx – 1 Elite Hoplite – 12 Points
1 Mercenary Peltasts – Peltasts 6 Points
1 Allied Drilled Hoplite – 10 Points
1 Allied Militia Hoplite – 8 Points
1 Helot Psiloi – 2 Points
1 Allied Cavalry – 8 Points
Total = 38 Points

## Boeotian League

1 Sacred Band and Theban Hoplites – Drilled Hoplites (+2 Courage) – 12 Points

1 Theban Militia Phalanx – 8 Points
1 Allied Militia Phalanx – 8 Points
1 Cavalry – 8 Points
1 Theban Psiloi – 2 Points
Total = 38 Points



***Scenario layout for the Battle of Leuctra***

## Set-up

Both forces are set-up on opposite long board edges. The board should have a road cutting across the center of the board, with some huts near the far edge on the Spartan right and Theban left. The town is Difficult terrain.

The Spartans are set-up on one side of the table up to 6 Base Widths in from the edge in open formation where possible. The Thebans are set-up opposite up to 6 Base Widths in from the edge in Phalanx for units that can.

If you wish to deploy as the actual battle, then the Spartan Elite Hoplites must be on the right side closest to the village. The Theban extended Drilled Phalanx should be across from them.

The Spartans should then deploy with the Drilled Hoplites then Militia Hoplites moving down the line to the left, and the Cavalry and Peltasts to the fore. The Thebans would be in a staggered line with the Militia Hoplites to their right, forming an oblique line. The Psiloi should be to the fore with the cavalry on the far right.

by Steve Noon. © Osprey Publishing. Taken from Campaign 188: *Thermopylae 480BC*

## Victory

This scenario uses standard Victory conditions. The force that is destroyed, routs, or collapses loses.

# Battle of Cunaxa

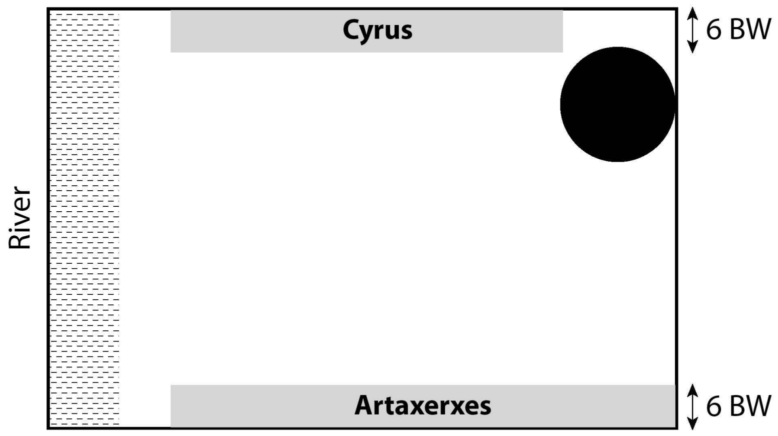
The Battle of Cunaxa was part of a Persian Civil War between Cyrus the Younger and his brother Artaxerxes. Cyrus recruited several thousand Greek mercenaries from Greece and brought them to Turkey to fight for him. This army included hoplites, peltasts, and Persian troops.

Artaxerxes and Cyrus faced off for control of the Empire at Cunaxa. Cyrus lost the battle, but his Greek troops remained unbroken and deep within Persian territory. They were forced to fight their way to the Black Sea to escape back home. This was the basis of Xenophon's *Anabasis.*

## Forces

## Cyrus the Younger

1 Greek Hoplite Mercenaries – Drilled Hoplites – 10 Points
1 Mercenary Greek Peltast – Peltast – 6 Points
1 Bactrian Cavalry – Cavalry – 8 Points
1 Archer – 4 Points
1 Infantry – Drilled Infantry – 8 Points
1 Light Troops – Psiloi – 2 Points
Total = 38 Points



*Scenario layout for the Battle of Cunaxa*

## Artaxerxes

1 Persian Nobles – Heavy Cavalry – 12 Points
2 Archers – Archers – 8 Points
2 Infantry – Drilled Infantry – 16 Points
1 Light Troops – Psiloi – 2 Points
Total = 38 Points

## Set-up

This battle took place on the left bank of the Euphrates river outside the city of Cunaxa. Cyrus lined up with the Greeks on his right, Cyrus and his Cavalry in the center, and Persian troops on the left wing. The Greeks were anchored on the river bank.

Artaxerxes placed himself and his Heavy Cavalry in the center. This was the traditional place of the Persian king. Both of his flanks were his subject people. Light troops screened his battle line. Artaxerxes' battle line was longer than that of his brother's troops.

In the scenario, Cyrus can deploy his troops on his deployment edge. The troops can be in up to 6 Base Widths but must deploy between Cunaxa and the river. Artaxerxes deploys on the opposite board edge. His troops can also be in up to 6 Base Widths.

## Victory

This scenario uses standard Victory conditions. The side that Collapses, is destroyed, or Routs is the loser. The alternate side is the winner.

# Battle of Chaeronea

Phillip of Macedon was in the ascendancy. He had ended the Third Sacred War and negotiated the end to a 10-year conflict with Athens. Phillip and Macedon were clearly on the rise, and this caused many of the Greek city-states to align against him.

The Greek City-states were led by Athens and Thebes against the Macedonians. However, a number of city-states sent allied forces. The Macedonians had allied with the Thessalians. The war between the two sides had lasted a few indecisive months before Phillip and his army marched down the main road in Boeotia and towards Athens.

The Greek alliance placed themselves across the road to block the Macedonian approach. One of the most decisive battles in history was about to be fought.

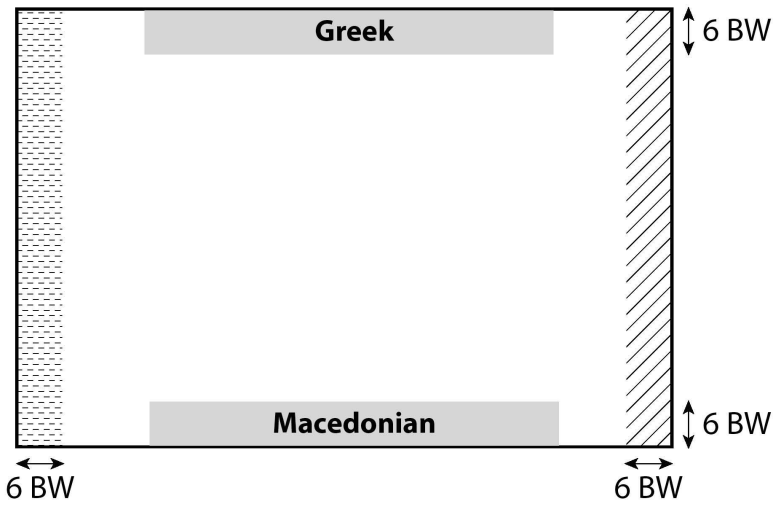
## Forces

## The Greek Alliance

1 Theban Sacred Band – Elite Hoplites – 12 Points
1 Athenian Phalanx – Drilled Hoplites – 10 Points
1 Allied Phalanx – Militia Hoplites – 8 Points
1 Allied Peltasts – 6 Points
1 Allied Light Troops – Psiloi – 2 Points
Total = 38 Points

## Phillip of Macedon

2 Macedonian Phalanx – 20 Points
1 Thessalian Phalanx – Drilled Hoplites – 8 points
1 Cavalry – 8 Points
1 Light Troops – Psiloi – 2 Points
Total = 38 Points



*Scenario layout for the Battle of Chaeronea*

## Set-up

The details of the battle are relatively scarce. However, the location of the battle is marked by a monument called the Lion of Chaeronea that supposedly marks the final stand of the Theban Sacred Band. Archeological excavation seems to corroborate this account.

The Greeks forces anchored their line with the Theban Sacred Band on the left, their allied troops in the center, and the Athenian Hoplites on the right. The right was also anchored by difficult foothills. It was a strong position that had to be attacked head-on.

The Macedonians placed one of their Phalanx across from the Athenians. This wing was led by Phillip himself. The center was another Phalanx.

Phillip placed his son Alexander in charge of the Thessalians on the left flank across from the Thebans. It is unclear exactly where the cavalry was, but it would seem that Alexander was not among them.

The table should be a 6’ x 4’ board with both sides taking a long board edge. The Greeks can deploy on their board edge up to 6 Base Widths in. The Macedonians can deploy in up to 6 Base Widths as well. The dashed area is an Impassable river, while the hashed area is Difficult terrain. These can be up to 6 Base Widths in from each short edge. Optionally a road can also cut across the center of the board, but that has no impact on the game.

## Victory

This scenario uses standard Victory conditions. The force that is destroyed, routs, or collapses loses.

# Designer Notes

My interest in Classical Greek military history started when wandering through the stacks at my school library and I happened upon a book by Crecy called *50 Decisive Battles.* I read about Marathon, Mantinea, and the Greco-Persian wars and was fascinated. From there, I expanded my knowledge with college coursework and reading like crazy.

My first attempts at designing a wargame were based around hoplite phalanx combat. They bear little resemblance to what you see here. What brought me back to this topic was Daniel Mersey's work for Osprey Publishing. Both *Lion Rampant* and *Dux Bellorum* got my mind turning again to this bronze-age warfare. If you look closely, I am sure you can see the points of inspiration I took from Dan's work. However, the entire range of Osprey Wargaming Series titles have been very beneficial in expanding my thoughts on streamlined ancient gaming.

Going into this game, I had a few objectives:

- Keep players engaged in all points of the game
- Force decision making
- Capture some approximation of Ancient Greek warfare as I understand it
- Keep it quick and easy

When thinking about Classical Greek warfare, it was clear to me that it was not a game for skirmish combat. Their warfare seemed to be a battle of units. Therefore, units were needed for *Men of Bronze*. This decision logically moved me in the direction of Open Order vs. Phalanx formation. The intention was to give clear tactical and game related benefits to be in a Phalanx compared to other formations. However, Phalanx formations had their own shortcomings to be overcome, which I also wished to capture.

I wanted to keep players engaged by using opposed rolls and Arete Points. I purposely did not define when Arete Points could be used so players would be forced to think about when and how they wanted to use them.

To force decision making, I purposely made the Phalanx units hard to maneuver. Sometimes, they would need to risk breaking formation to cross terrain, turn etc.

Using Arete Points to initiate charges and Special Rules were also a transparent and obvious way to force decision making. Do you spend it now, or do you wait until a more opportune moment? Is it better to re-roll a die or use a Special Rule? Should I try to steal the Initiative before they can charge me?

Support functions are also a method to force decisions on the players. Is it better to have the peltasts support or to continue to range around the flank and throw javelins? Who should be supporting who? If they are supporting another unit, they risk being destroyed with the attacking unit. Is it worth it?

Shooting is purposely downgraded in this game based on my reading of history. The Persians and other Greek adversaries had superiority in missile weapons and troops, but consistently had difficulty cracking Greek heavy hoplite armor. I wanted to mirror this. This dovetailed nicely with the focus of the game being successful use/exploitation of the phalanx formation.

Finally, I really wanted to keep the mechanics consistent throughout the rules to aid in gameplay and memory of the rules. They are pretty much always a stat equals a d6 with a Target Number of 4+. Movement not controlled by the player was always 1d3 Base Widths. In addition, I attempted to abstract terrain effects and movement as much as possible. This was to keep the game easy to play and quick.

There were some key components of hoplite warfare I wanted to maintain. The classic example is Phalanx Drift. However, they would add needless complexity to the core rules. Therefore, I added them as optional rules. I wanted them to be there for those who were a bit more hardcore into their Greek phalanx battles, but not bog down the basic game with it.

Melees can be a bit if a grind, but once a unit routs, entire armies can fall apart relatively quickly with the current Morale rules. This was designed to simulate how real hoplite warfare often occurred. The loss of a key phalanx unit could send the rest of the army fleeing quickly. Most battles were decisive tactical victories in only an hours' time. Armies would disintegrate when commanders or elite units were lost.

Finally, I have a note on dice rolling in the rules. I purposely used a mechanics system with a good deal of dice to be rolled all at once. This is not to everyone's taste. Since most of the probabilities in the game are pretty straight forward and easy to calculate, wouldn't it be easier to use a single dice roll with modifiers? I have two thoughts on that subject.

The first thought is regarding the mathematics. The mechanics I chose made the math behind the scenes easy enough for a poor Liberal Arts major to resolve in my head. The more you play with modifiers and alternate Target Numbers, the more variability you get. Much like actual Greek Warfare, the outcomes were sometimes mathematical certainties. Much of Military History is like that.

Secondly, a single die roll to resolve all the fighting is a bit anti-climactic. It is more fun to roll up a few dice and compare them with your opponent. There is something visceral and physically rewarding about rolling multiple dice. I tried to keep from going overboard on the dice but there are some situations with Elite Hoplites in Phalanx formation and supported by Rear Attacks where the dice can really stack up fast! Hopefully, those will be an exception and not the rule.

Hopefully that will give you some insight into my decision-making process while building *Men of Bronze*. I hope you enjoy playing it as much as I did building it. I look forward to hearing the epic poems composed about the exploits of your troops.

All said, I am really happy with the work I have done on these rules. I know it was fun putting them together, testing them, and learning more about the subject. I hope you have a lot of fun playing them. May a Trophy be raised in your honor!

Two opposing phalanges face off as the the warriors prepare for *othismos*.

# ABOUT THE AUTHOR

**Eric Farrington** is a veteran wargamer since the late 80s. He started his path in Fantasy and Sci-Fi wargaming before moving into historicals. He has a BA in History from the University of Minnesota, is a corporate efficiency expert, and owns a number of small businesses including Blood and Spectacles Publishing. Eric is married with one child and has lived in Minnesota most of his life.

# COVER ILLUSTRATOR

**Peter Dennis** was inspired by contemporary magazines such as Look and Learn, leading him to study Illustration at Liverpool Art College. Peter has since contributed to hundreds of books, predominantly on historical subjects, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.

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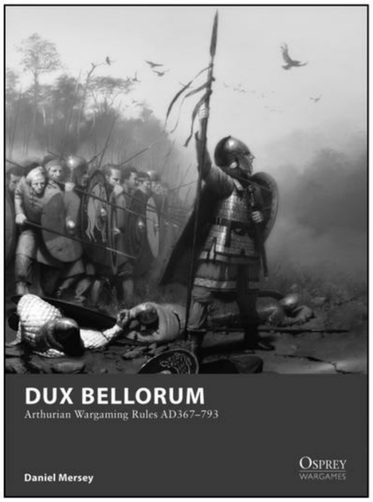
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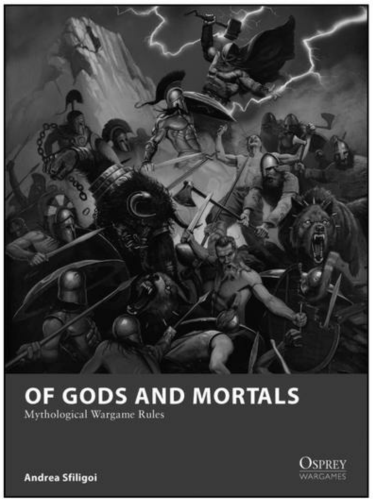
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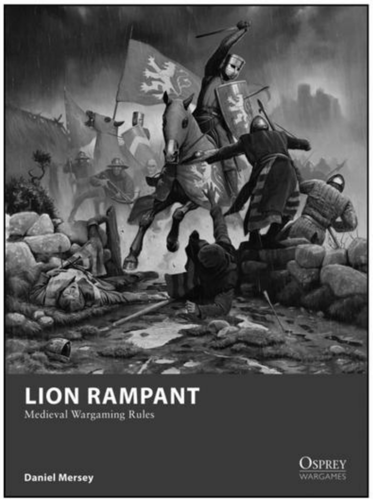
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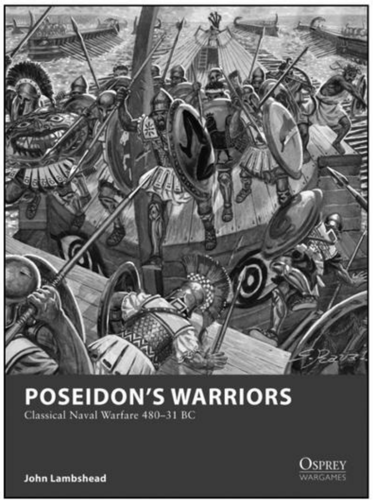
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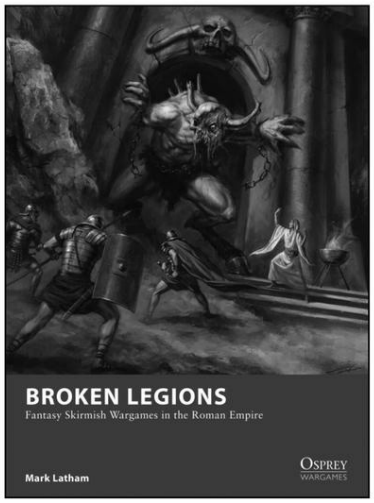
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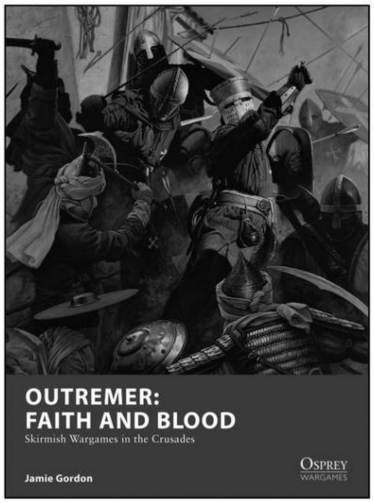
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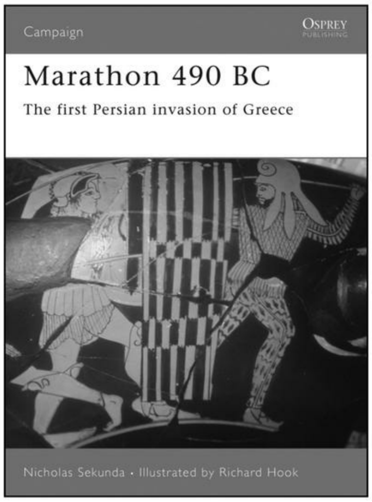
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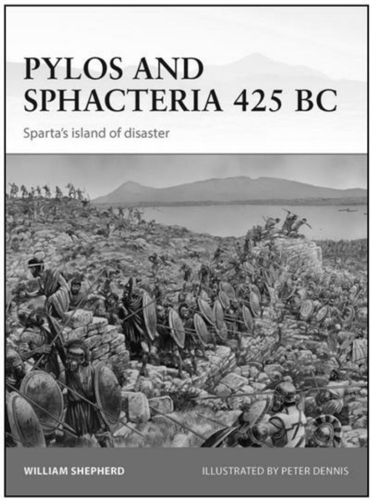
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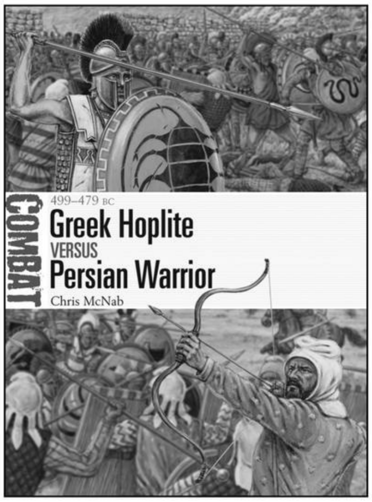
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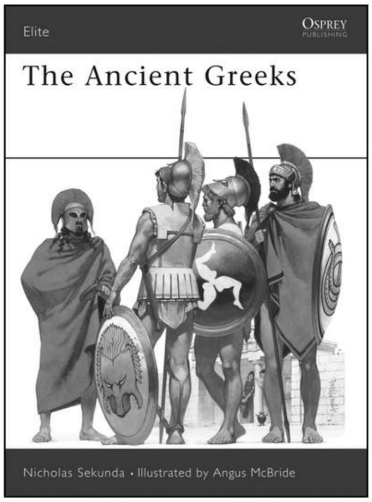
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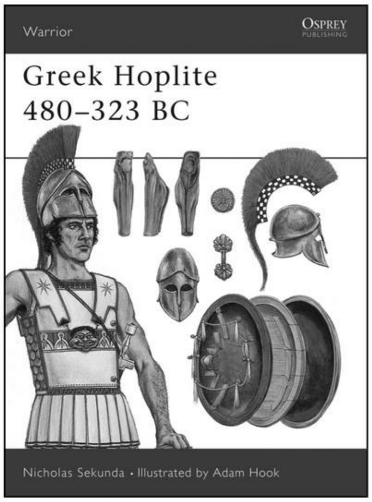
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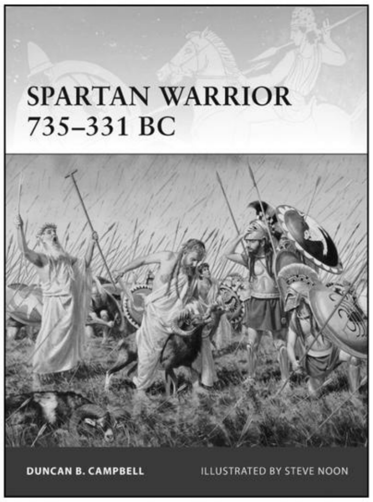
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